

THE GALTOR CAMPAIGN



BATTLEFORCE™

THE GALTOR CAMPAIGN

Design and Writing

Cory Glaberson

Editorial Staff

Editor-In-Chief

L. Ross Babcock III

Senior Editor

Donna Ippolito

Editor

Todd Huettel

Proofreader

Charly Green

Production Staff

Production Manager

Jordan Weisman

Art Director

Dana Knutson

Cover Art

David R. Deitrick

Interior Illustration

Jim Nelson

Todd F. Marsh

Chris Palm

Typesetting and Layout

Tara Gallagher

Pasteup

Todd F. Marsh

Dana Knutson



ANOTHER SCAN FROM
The Dragon Princess

BATTLETECH, BATTLEFORCE and MECHWARRIOR are trademarks of FASA Corporation registered in the U.S. Patent and Trademark offices.
*Mech and BattleMech are trademarks of FASA Corporation.
Copyright © 1987 FASA Corporation. All Rights Reserved. Printed in the United States of America.

Published by:
FASA Corporation
P. O. Box 6930
Chicago, IL 60680

TABLE OF CONTENTS

INTRODUCTION	5
How To Use The Scenarios	5
HISTORY	6
Author's Introduction	6
Early History	7
Outbreak of War	7
The Fight for Liberation	8
Interim	8
The Draconis March Border	9
Operation Muffet	10
General Yoriyoshi	10
The Dragon Moves	11
Things Go Wrong	12
Phase One	12
A Call to Arms	12
Strategic Situation	14
The First Attacks	14
Other Battles	17
Isolation	18
The Battle for New Derry	20
The Fall of New Wuhan City	22
Control Under Pressure	22
Phase Two	24
Opening Moves	27
Death of a Regiment	27
The Amphigeans Advance	29
Davion Counterattacks	29
Phase Three	31
Fall of New Derry	33
Prince Davion Resurgent	34
Traitor	34
Disaster	35
Aftermath	36
BATTLEFORCE VALUES	37
BattleForce Notations	37
Federated Suns Units	38
Draconis Combine Units	50
CHARGE OF THE HUSSARS	64
THE GUARDS' FINEST HOUR	66
LIFE AND DEATH IN THE BIG CITY	68
DECISION AT MARDUK	70
VEGANS TO THE RESCUE	72
THE FINAL PUSH	74
Scenario I	74
Scenario II	76
Scenario III	78



TABLE OF CONTENTS

1

2

3

4

5

6

7

8

9

THE GUARD'S FIRST HOUR
LIFE AND DEATH IN THE CITY
DECISION AT RISK
WARRIORS TO THE RESCUE
THE FINAL PUSH

Scenario I
Scenario II
Scenario III

INTRODUCTION

For a long time, the Galtor Campaign vanished from official records. As an embarrassing example of freewheeling adventurism, the story of the sharp, short campaign between the Draconis Combine and the Federated Suns lay buried beneath official censures, denials, and suppression.

Eventually, news did leak out, but the history of the campaign was often garbled and self-contradictory. Many interesting stories and so-called "first-hand accounts" circulated throughout the Federated Suns.

This book attempts to sift through the rumors and self-aggrandizement to create a complete and accurate portrayal of this struggle. Many never-before-published documents, unearthed by a dedicated team of researchers and historians, dispel much of the myth and folklore that has shrouded the Galtor Campaign.

HOW TO USE THE SCENARIOS

Included in this book are **BattleForce** game scenarios representing several battles that occurred during the campaign. The final three scenarios represent the assault that decided the fate of the planet. These three battles are part of a single attack and follow each other by a matter of hours. Those who wish to play the final assault should follow the rules for keeping track of units and damage.

Each scenario includes a diagram to show the placement of two **BattleForce** mapsheets, as well as any rules about initial deployment of forces. This section also indicates which side has the initiative. The player with the initiative sets up his troops on the mapsheet second but is the first to move. The scenarios usually give the initiative to the Attacker. **Game Set-Up** also determines whether players may reserve some of their units for drops from outer space or DropShip movement. Players must abide by all restrictions on the placement of their counters.

Some scenarios give special rules or modifications to the normal **BattleForce** rules. Unless both sides decide to continue using these special rules, the modifications apply only to the scenario in question.

The yardstick for determining the victor of a battle is the number and kind of enemy units killed. If enemy dead outnumber friendly losses, the friendly forces win. On the other hand, victory is sometimes determined by what objectives were gained in the fray. Troops in a holding action may die to gain time for off-board comrades, for example, and a convoy of trucks ambushed by a raiding party would probably consider mere survival to be a battle victory. Because of these and similar cases, the **BattleForce** scenarios are weighted to reflect the different objectives of the attacker and defender.

Whenever a unit is destroyed, its Purchase Points are added to the opponent's Victory Point total. A destroyed Elite Heavy 'Mech Lance, for example, is worth 28 Victory Points (18 for the 'Mech type, plus 10 points for its Elite Experience Level). If the 'Mech unit also had a +2 Firepower chit, it would add another three Victory Points to the total.

In addition, each captured Salvage counter is worth 10 Victory Points. Individual scenarios also give Victory Points for specific actions or events, including occupying certain hexes, moving counters off the board, and others.

At the end of the game, both sides add up their Victory Points. The player with the highest total subtracts his opponent's score from his total and consults the Victory Point Table.

VICTORY POINT TABLE

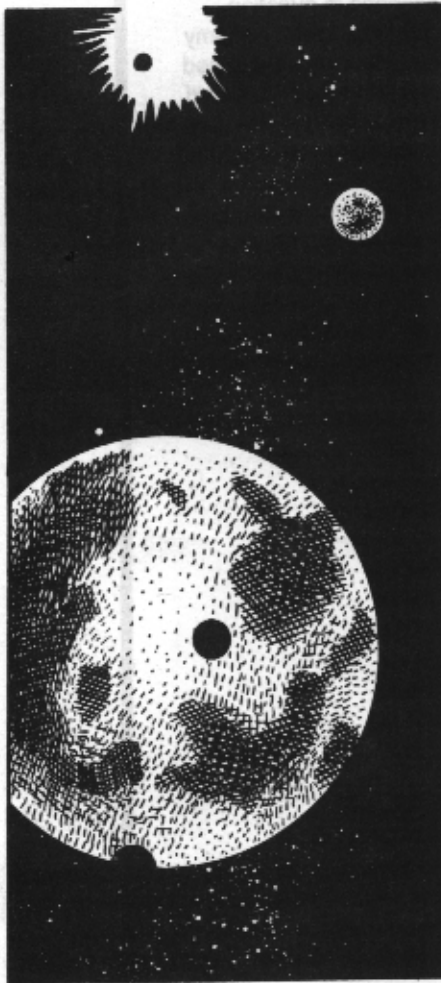
Victory Point Differential	Outcome
0 to +19	Draw
+20 to +49	Minor Victory
+50 to +99	Major Victory
+100 to +150	Decisive Victory

AUTHOR'S INTRODUCTION

My story is the story of Galtor. I was born into a world dominated by the military forces of the Draconis Combine. While I was growing up, my father founded the resistance movement, and as a young man, I became a leader in the revolt. During the recent climactic battles, I served as a statesman; now, I am the Federated Suns' governor of Galtor.

As a survivor, I can tell a survivor's tale. I am also a historian, and I follow the precepts of the great Terran historical societies of the 22nd century: "Speak the truth, but remember compassion." Therefore, as head of the Inner Sphere Coalition of Historians, I strove to make the following report an accurate portrayal of the men and events that shaped the Galtor Campaign. As a man who has lost friends and family, I remember that the true costs of war are the lives crushed by greed and national pride.

—Skyles O'Hanlon



GALTOR

—Excerpted From the *ComStar Encyclopedia TriMillennium*, ComStar Press, 3024

GALTOR III

Grand Duchy of Galtor
Zhonghua Renmin Galtor Guo

Solar System

Spectral Class F (Transit Time 9–12 days)

Galtor is the third of six planets in the system are habitable. Galtor has two moons, both less than five kilometers wide. The moons are called Temos and Froma, after two founding fathers of the colony.

People

Population: 36,423,000

Population Density: 2.7 per square kilometer

New Derry: 2,000,000

New Wuhan City: 1,500,000

Changlee: 600,000

Age Distribution:

0–14: 26.9%

15–59: 57.7%

60+: 15.4%

Ethnic Groups:

Han Chinese: 46%

Anglo-Irish: 45%

Mongol, Korean, Manchu, others: 9%

Religions: Confucianism, Buddhism, Star Nihilistic, Roman Catholic

Geography

The habitable area consists of 13,328,380 square kilometers divided into three continents. The first continent, Eire, has a spine of vast mountains and a broad fertile plain cut by numerous rivers. The other two continents consist mostly of desert or mountains, except for coastal flood plains and tropical jungles along the equator.

Topography

The Wagnall Plain is an immensely large area, well-watered and eminently suitable for cultivation. Only 32 percent of the plain is currently being cultivated, down from 53 percent during Star League days. Four great river systems—the Changjiang, the Dublin, the Rutha, and the Xijiang—provide water for vast farmlands.

Government

Capital: New Derry

Government Type: Feudal Monarchy. Governor appointed by Prince Hanse Davion

Head of State: Governor Skyles O'Hanlon

Local Divisions: 22 provinces, 2 autonomous regions

Defense: 8.5% of GNP

Economy

Industries: Textiles, food processing, fertilizers, and genetic crop research

Chief Crops: Wheat, rice, barley, oats, katam corn, soybeans, sugar corn, hay, sugar, wine, fruit, vegetables

Minerals: Oil, lead, zinc, iron, sulphur, silver, copper, gold

Crude Energy Reserves: 0.20 Q units (remaining resources plundered by retreating Kurita forces)

Meat production

Beef: 5.92 million metric tons

Pork: 5.92 million metric tons

Lamb: 350,000 metric tons

Arable Land: 33%

Transport

Monorail and Magnetic Rail Traffic: 20,000,000,000 net ton-km

Motor Vehicles

6,000,000 passenger cars

2,000,000 commercial vehicles

Civil Aviation

400,000,000,000 passenger-km

20,000,000,000 freight ton-km

Communications

Video System (all transmissions): 10,000,000

Daily Newspapers: 400 per 1,000 population

Health

Life Expectancy at Birth

Male: 66.2 years

Female: 73.1 years

Births (per 1,000 population): 10.8

Deaths (per 1,000 population): 9.9

Physicians: 23,000

Infant Mortality (per 1,000 live births): 13.3

Literacy: 89%

EARLY HISTORY

As far back as the planet's founding, the two national groups comprising the first colonists have fought each other. The Pan-Oriental Co-prosperity Inner Sphere Council was one of many organizations that sponsored the Eastern way of life among prospective colonists. Its computers gave the Galtor system a triple-A rating and listed it as a "prime prospect." At the same time, the Free Irish National Federation classified Galtor as a system ripe for colonization and financed the initial exploration.

Within ten years, the two groups landed colonists and began separate colonies. Six months later, hostilities had escalated into full-scale war. Although both sides possessed only a few tanks and an artillery piece or two, the destruction was terrible. Then plague, always a fear on new worlds, broke out among the entire population. In a historic document, called the Webster Compact, the leaders of the Pan Orientals and the Free Irish agreed to an armistice in order to fight the sickness together. For the first time, both sides stopped considering themselves Irish or Oriental and considered themselves Galtorians.

In the centuries that followed the Webster Compact, the world became peaceful and prosperous. Agriculture became its leading export as the rich plains of the central continent were cultivated. Water was harvested from the arctic wastes, and the native plants and animals proved extremely malleable to genetic engineering. Soon, Galtor became a breadbasket for surrounding worlds.

The Age of War had little effect on the Galtorians, who traded their agriculture with anyone who paid in hard currency. Not until the rise of Star League late in the 26th century was Galtor under any outside political control.

At first, the Galtorians welcomed the Star League. The Articles of Unification gave agricultural planets a special status, which Galtor's leaders shrewdly manipulated to their advantage.

As the number of populated worlds increased, Galtor's position in space became important. The Star League built a military base on the planet, and within ten years, the military became the largest customer for Galtor's harvest. By 2725, Galtor's produce fed a billion soldiers on a thousand worlds.

OUTBREAK OF WAR

Some say that the Hand of God brought on the years of war and grief following the collapse of the Star League. Some say it was economic necessity, political destiny, or maniacal skullduggery. Personally, I believe that greed, plain and simple, caused the petty bickering between the League's members, Stefan's usurpation, and the dissolution of the League.

Regardless, the Star League collapsed, and Galtor III felt the heat like a blast from a DropShip. Trade dried up, refugees flooded the planet, and in 2784, Star League troops abandoned Galtor to join Kerensky's exodus. And yet, for almost 20 years, the war was something that happened out there in the vastness of space.

Then, on the eve of the new century, the first Draconis Combine DropShips landed on the Wagnall Plain and claimed Galtor III for House Kurita. Very few of our ancestors resisted. Within hours, the flag of House Kurita flew above our planet.

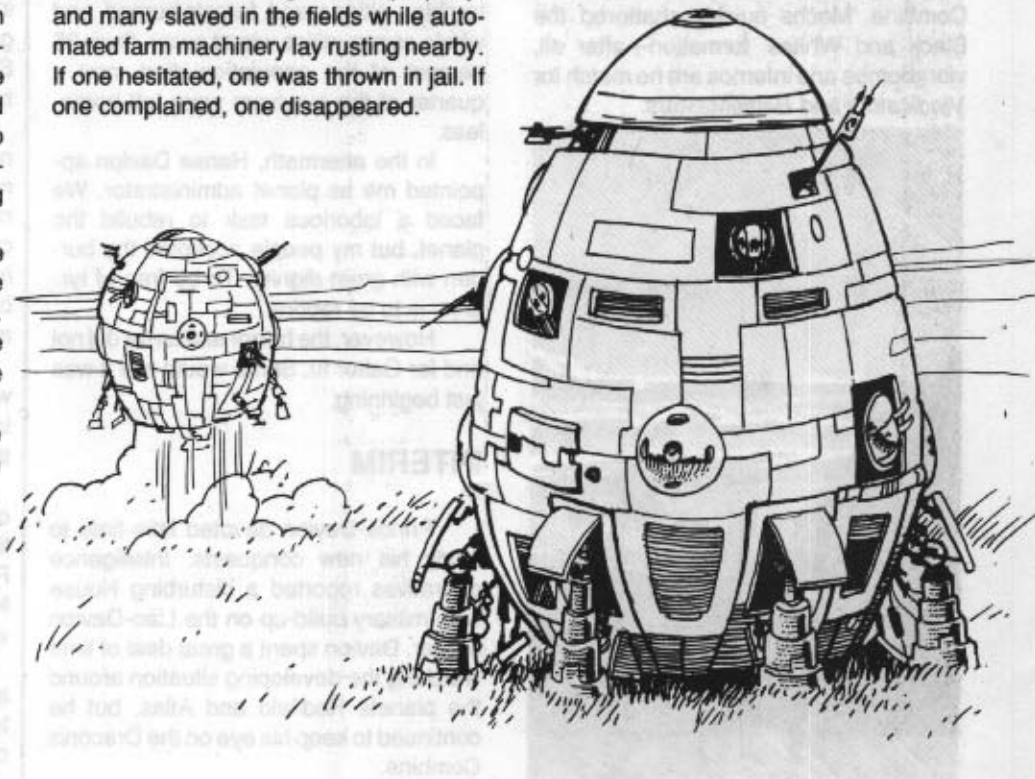
Life under the Draconis Combine was grim and sullen, replacing free enterprise with a crushing quota system. Many occupying soldiers and administrators came from disadvantaged worlds and harbored no sympathy for rich agricultural planets. The Galtorians lost rights and property, and many slaved in the fields while automated farm machinery lay rusting nearby. If one hesitated, one was thrown in jail. If one complained, one disappeared.

Citizens slid into a kind of malaise as the suicide rate soared, and illness due to stress and depression doubled, then tripled. Farm production slipped, then finally collapsed as machines wore out and could not be replaced. For the first time in our history, famine struck the cities. A planet that once fed a thousand stars struggled to feed itself. In time, the whole structure of our world fell apart.

In 2905, the Federated Suns bombed the Kurita base on Galtor. Although Davion forces did not invade, many Galtorians saw the attack as a signal for action. The farmers organized a resistance movement called the Blacks. Soon, disaffected labor unionists, calling themselves the Whites, joined the struggle. The joint leadership christened the movement "The Black and Whites."

The resistance quickly contacted New Avalon and requested support. Although the Federated Suns promised help, support was slow to come. At that time, Kurita kept a strong presence on all border worlds.

Decades passed. Forces from the Draconis Combine and the Federated Suns battled around and on Kentares IV, Mallory's World, and Harrow's Sun. Our resistance supplied valuable information to the Davion forces, but our hope of freedom faded like morning mist.



In 3024, Hanse Davion ordered a survey of all worlds captured in the last few years. Many contained rich finds of destroyed BattleMechs and vehicles. In addition, some planets had hidden caches of priceless, irreplaceable parts and equipment dating back to Star League days. To everyone's surprise, the sophisticated computers on New Avalon indicated an unusually rich deposit on Galtor III.

According to eyewitnesses, Davion read the preliminary survey reports skeptically. Computer reports were often wrong—what could possibly be left on a planet occupied by Kurita forces for over 100 years? His cynicism proved correct when the first survey mission found the remains of a Star League base stripped of all usable parts.

However, the preliminary survey reports would create the perfect bait. No Kurita commander could possibly resist a pristine Star League base filled with 'Mechs and equipment. Such a find would guarantee the successful commander a laurel wreath and a triumphal procession on Luthien. Delighted by the thought, Davion fed the records to known Kurita spies within his administration.

THE DRACONIS MARCH BORDER

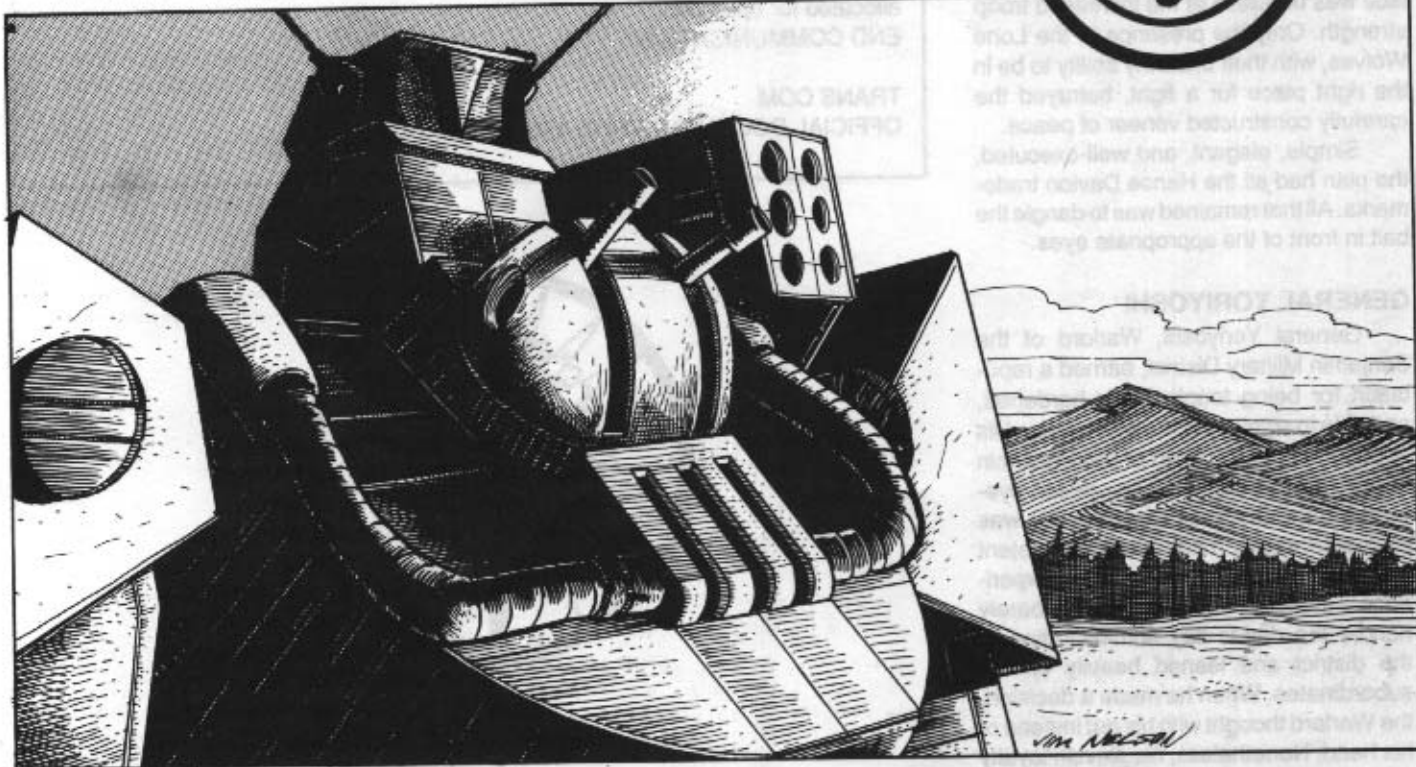
In 3025, the Draconis March was stable and quiet. After the recapture of Galtor III, the Draconis March Militia took over the defense of the sector, spreading six of its ten regiments across the long border with Draconis Combine. The rest remained as a reserve to counter any Kurita thrust. Only a single battalion and the regimental headquarters from the Dahar IV Draconis March Militia regiment (Dahar DMM) defended Galtor III. The rest of the regiment occupied the planet Marduk and a space station refueling stop. A few lances encamped on asteroids inside Kurita space.

Battalions of the Raman Draconis March Militia (Raman DMM), a much weaker, green force, defended an even larger stretch of frontier. Supporting these regiments was the Bremond DMM, famous as the only regular Davion regiment with a permanently assigned JumpShip.

The proud people of Galtor fielded their own army: the Galtor Irregulars. Remnants of the Black and Whites resistance movement, the Irregulars had only small amounts of outdated equipment and no training. Supplementing these weak infantry and armor units was a loose collection of mercenary BattleMechs called the Lone Wolves.

Merely a group of individual lances, the Lone Wolves employ renegades from mercenary or house regiments, criminals, and green kids trying to build a reputation. They have a knack for smelling blood, appearing immediately before a fight and offering their services to the natives. If the natives refuse to hire them, they find work with the attackers. Although lacking cohesion and direction, they fight with stubborn pride and wild, maniacal abandon.

To the Kurita Military District Commander on Benjamin, General Yoriyoshi, the Davion forces on his border were only a nuisance. Reislings' Planet contained Yoriyoshi's 17th Benjamin Regulars regiment and some specialized assault AeroSpace Fighters. The 3rd Benjamin Regulars regiment occupied the fortified moons of the Tripoli system. A third regiment, the 6th Benjamin Regulars, were just one jump away at Irurzun. With three Draconis Combine regiments facing two Federated Suns regiments, General Yoriyoshi worried about nothing.



THE DRAGON MOVES

Once he digested the importance of the Davion survey report, Yoriyoshi immediately put his men on alert and cancelled all leaves and furloughs. The Port Authority cleared supply lanes of commercial traffic, while technicians gave all military repairs rush priority. With his troops at the height of readiness, Yoriyoshi then sat back and waited.

Commander Yoriyoshi trusted no one except the Coordinator. The day he received the survey report, he sent it to Takashi Kurita, not realizing that the Coordinator already had a copy. Also possessing a copy of the report was Subhash Indrahar, Director of the ISF, who passed it onto General Grieg Samsonov, Galedon Military District Commander and a hated rival of General Yoriyoshi.

To understand better the intrigue of the court at Luthien, I have included an interview with a highly placed individual in the Kurita household. Finding his credibility compromised after the Galtor campaign, he was smuggled to safety somewhere in the Federated Suns. The following excerpts give us an extraordinary glimpse into the inner workings of the Kurita leadership. Only questions and answers that rated 99.9% reliable on the truth scanner have been included.



QUESTION: You were close to Takashi Kurita, were you not?

ANSWER: On yes, I was constantly around him, even in his private chambers. I was restricted only from the Black Room and some storage rooms.

Q: The Black Room?

A: An area within the palace enclosed in a magma-pulse magnetic field. Absolutely secure against all types of eavesdropping devices. The walls were painted flat black to foil indirect microwave pulses, hence the name.

Q: What was the Coordinator's response to the survey report?

A: Skeptical. He is a very suspicious man, trusting no one and suspecting everyone. He kept walking around and reading the cable. I think he suspected that it was too good to be true.

Q: And yet he decided to attack. What made him take the bait?

A: Well, you have to understand the way the Imperial Court works. Takashi maintains his balance by keeping everyone else off theirs. The minute anyone seems too sure, too secure, that's when Takashi pulls out the rug. He is a master at playing off his commanders against one another.

When he decided to attack, he decided to split the command between the Benjamin and Galedon Districts, instead of using the three regiments of available Benjamin Regulars. Benjamin would supply two regiments. Galedon would supply one, and Takashi added some of his personal guard.

Q: So, even though he suspected a trap, Kurita saw Galtor as a way to keep his commanders in line?

A: Something like that. You see, it wasn't only the commanders. Subhash Indrahar of the ISF was also involved. I think Takashi is a little afraid of Indrahar; he always spoke very carefully around him.

The real problem was the magnitude of the find. If the supply depot was really that big, he couldn't let any single commander capture the planet. Not only would such a general become incredibly powerful, he would also win much respect and popularity from the ruling class. A dangerous rival would be born. That is why he decided to split the command between the two warlords.

Q: But Galtor III is clearly on the border of the Benjamin Military District. Wasn't General Yoriyoshi upset at this obvious encroachment on his area?

A: He was apoplectic. He almost resigned on the spot, especially because the Coordinator named General Grieg Samsonov as joint commander.

Q: Samsonov was the commander of the Galedon Military District?

A: Correct. Yoriyoshi and he hated each other from their cadet days at the Sun Zhang Academy.

Q: Didn't Takashi realize that their animosity would endanger the attack?

A: Of course, but he had to chance it. He believed that his commanders feared him more than they hated each other. Anyway, he assigned personal spies to keep an eye out for any dirty dealings.

Q: Fortunately, they didn't do that good a job.

A: Yes, well...I suppose so.

Q: Can you outline the final battle plan drafted by Takashi Kurita?

A: I'm not sure of all the details. Many finer points were worked out secretly in the Black Room. About two weeks after the survey report, Luthien issued orders to the troops in field. About 48 hours later, two regiments of Benjamin Regulars were ready to move, but it took another three weeks for the Galedon regiment to reach the staging area. Even then, the regiments waited at the final jump points for another two weeks before the final orders were released.

Q: What took so long?

A: I don't know. Just the normal bureaucratic foul-ups, I imagine.

Q: So it took about seven weeks for Kurita to attack?

A: Just about. There was no hurry. Intelligence reports indicated that no material had left the planet, and Kurita was still concerned he was walking into a trap. He was content to wait and see if Davion would get cold feet and show his hand.

Q: He almost did.

A: Yes, I heard that. Funny, if he had, I might be interviewing you instead of the other way around.

THINGS GO WRONG

Almost every military analyst believes that Hanse Davion's greatest strategic strength is his realization that a battle plan never works. Davion sees a plan as only a common base for changes. War in the 31st century is too fluid to stick to a specific set of orders. At best, a plan lets everyone know from where they are coming and to where they are going.

The Prince's perspective on war explains his reaction to the news that two of the three battalions of the 33rd Avalon Hussars still languished in their barracks on Kestrel just one week before the anticipated Kurita attack. Apparently, a lack of DropShip parts prevented them from moving the entire regiment.

Tragedy also weakened the Federated Suns' forces. A faulty sealant tube on the *Union DropShip Jasper* caused a violent explosion upon liftoff on Marduk. Two companies of French's Battalion of the Dahar DMM were destroyed, and the repair and landing facilities were severely damaged. Investigators suspected Kurita guerrillas of causing the blast.

All this Prince Davion took calmly, arranging special transport for the Hussars and sending special medical aid to Marduk.

Then the real trouble started.

The survey team on Galtor III found a *real* untouched Star League depot about three thousand kilometers from the false site. The news stunned Prince Davion. Things like this happened in trashy novels—not in real life. The Star League depot was fact, and Davion had practically invited Kurita to take it away from him.

At this critical juncture, Hanse Davion slipped into a malaise that characterized his demeanor during the early days of the Galtor Campaign. No one could get him to make a decision or exercise his authority. He became obsessed with the campaign on the Liao border, and left the local commanders to fend for themselves. Many speculate that the demands of two major campaigns simply overtaxed the Prince. Another theory is that he actually suffered a medical disability that affected his judgment.

Whatever the reason, Davion abruptly let go of the wheel, and the Galtor Campaign drifted into dangerous waters.

PHASE ONE

—From *A MechWarrior's Life*, by Margrave Sheridan Douglass, New Avalon Press, 3026

To provide the details surrounding the battles on Galtor, we have obtained the services of a historian who actually served with the Davion forces during the desperate early days of the campaign. Author, lecturer, and MechWarrior, he is respected by scholars and soldiers alike. I am referring to Commander Sheridan Douglass, Margrave of Verde and Inspector General of the Independent Forces. He is also the commander of the elite Alpha regiment of the 12th Vegan Rangers, a mercenary unit affiliated with the Federated Suns. The Margrave graciously allowed us to excerpt the following description of the battles on Galtor from volume three of his book, *A MechWarrior's Life*.

—S. O'H.

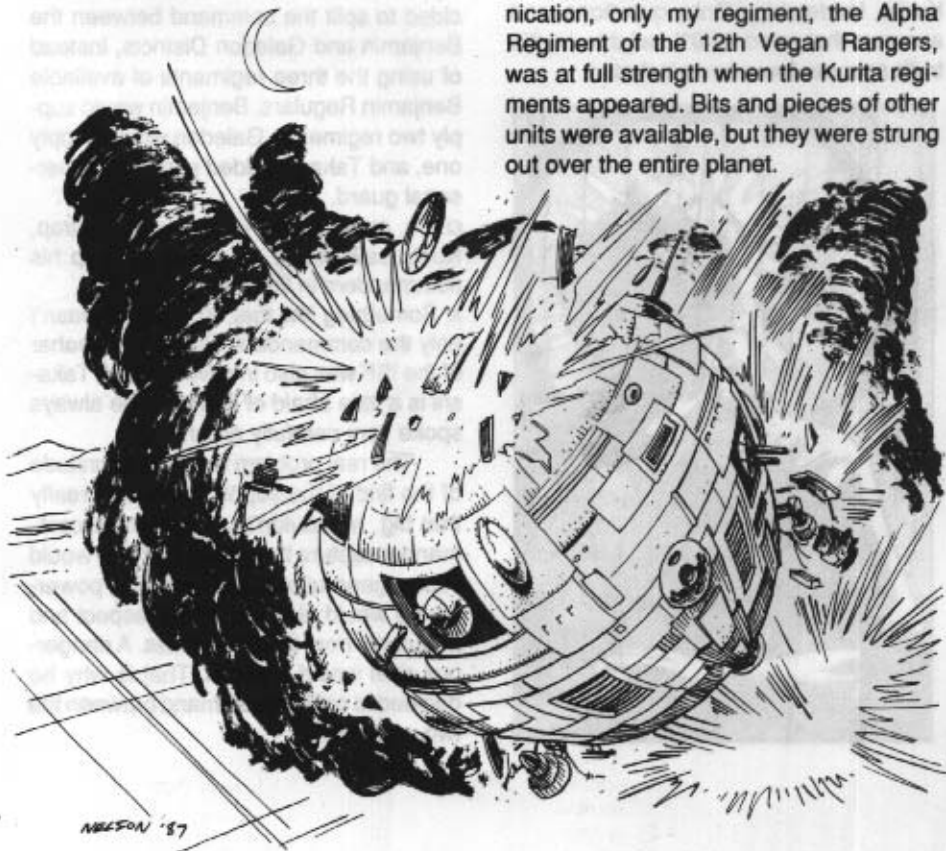
A CALL TO ARMS

The job of a field commander is to impose order on chaos, as chaos is the natural environment of the battlefield. The officer who is the most successful at bending the environment to his will must inevitably prevail, regardless of the strength of the opposition.

The only possible explanation for our victory lies with the training of our field commanders. We teach each officer that concentrations of 'Mechs or firepower do not win battles. Control wins battles and allows a commander to withhold his attack until the precise moment. Control gives him the ability to pick out the weak spot in an enemy line. The only time we were in danger of losing Galtor was when we lost control.

In the beginning, the situation on Galtor III looked as bleak as a fueling station on a ice asteroid. Our original plan called for two strong regiments to lie in wait for any Kurita raiding party, trap the raiders on the ground, and destroy them in a series of short, swift thrusts. Give the Combine a bloody nose and send them on their way. No one prepared for the months of campaigning that followed.

Because of mishaps and miscommunication, only my regiment, the Alpha Regiment of the 12th Vegan Rangers, was at full strength when the Kurita regiments appeared. Bits and pieces of other units were available, but they were strung out over the entire planet.



PHASE ONE UNITS

House Davion

Unit

12th Vegan Rangers
 (CO: Margrave Sheridan Douglass)
 Regimental BattleGroup
 Bragg's Battalion
 Johnston's Battalion
 McCulloch's Battalion

33rd Avalon Hussars
 (CO: Lieutenant General Wilson Mandella)
 Regimental BattleGroup
 Benham's Battalion
 Meade's Battalion
 Union DropShip Parthenon
 (Two weeks from Galtor III)
 Lyon's Battalion
 Union DropShip Waytamin
 (Three days from reaching orbit)

22nd Special Air Squadron
 Davion Guard Auxiliary
 Dahar Draconis March Militia
 (CO: General Sir William Dobson)
 Regimental BattleGroup
 Pope's Battalion
 1 Company
 2 Companies
 Sumner's Battalion
 1 Company
 2 Companies
 French's Battalion
 1 Company
 2 Companies

Galtor Irregulars
 Owen Roe O'Neill's Legion
 Marquis of Ormonde's Battalion
 General Liao Yao-hsiang's Brigade
 Galtor Flying Squadron
 Lone Wolves

Location

Union DropShip Velaquez (In orbit)
Overlord DropShip Santiago
 Wagnall Plain (around real Star League storehouse)
 New Derry

Wagnall Plain (ten kilometers from fake Star League storehouse)
 Wagnall Plain (ten kilometers from fake Star League storehouse)
Union DropShip Century City

Union DropShip Atlan

Airfield at 33rd Avalon base
 Fake Star League depot

New Derry

Wagnall Plain (ten kilometers from Star League storehouse)
 Refueling station on Galtor III's moon

Wuhan Pass
 New Wuhan City

Planet Marduk
 Destroyed in DropShip explosion

Wagnall Plain (In 33rd Avalon Hussar's camp)
 Changlee Pass
 New Derry
 Wagnall Plain (In 33rd Avalon Hussar's camp)
 Outside New Derry

House Kurita

Unit

17th Benjamin Regulars
 (CO: General Syovo Yoriyoshi)
 Regimental BattleGroup
 Elazar's Battalion
 Gonen's Battalion
 Sharon's Battalion
 Imperial Artillery

Special Air Squadron
 (CO: Colonel Sirius Golan)

3rd Benjamin Regulars
 (CO: Brigadier General Jakodo Naguchido)
 Regimental BattleGroup
 Ismail's Battalion
 Shazli's Battalion
 Gamasy's Battalion

21st Galedon Regulars
 (CO: Brigadier General Jarvek Dolmasay, Earl of Marlowe)
 Regimental BattleGroup
 Van Capellan's Battalion
 1 Company
 2 Companies
 Warren's Battalion
 1 Company
 2 Companies
 Wrede's Battalion
 1 Company
 2 Companies

Moroushi's Independent
 Assault Battalion

Location

Fake Star League depot
 Fake Star League depot
 Fake Star League depot
 In orbit
 Fake Star League depot

Upper atmosphere defense

Fake Star League depot
 Fake Star League depot
 Fake Star League depot
 In orbit

Near New Derry

In orbit
 Near New Derry

In orbit
 Near New Derry

In orbit
 Wuhan Pass

Planet Marduk

The Kurita army had double its required number of DropShips. Except for fighter support, these ships were empty to carry the valuables from the Star League inventory.

STRATEGIC SITUATION

Strategically, the Kurita attack was a masterpiece of misdirection. When a host of Combine DropShips entered Galtor III's atmosphere, an assault battalion attacked the Marduk system, effectively cutting Galtor III off from immediate reinforcements. Meanwhile, along the Kurita-Davion border, Kurita forces bustled with activity, causing nervous border commanders to jam New Avalon's military communication stations with calls for reinforcements. A Kurita spy sabotaged the jump station near Robinson, draining the jumpcharge and causing delays of up to 172 hours. Amid the chaos, our calls for assistance were ignored. The Combine quickly penetrated our weak air defense and began dropping all over the planet.

The main Kurita threat manifested at the fake depot—they bought the plan like it was a gold mine from Aunt Sarah. Two regiments landed within three kilometers of the trap and quickly spread out toward the base. Obviously, they did not expect much opposition. Many battalion com-

manders landed their DropShips without sending a scout party first. Overhead, Kurita *Slayer* and *Shilone* fighters routed the few *Sparrowhawks* opposing them, then began strafing runs on the fake Star League base.

Nothing went right that day. Communications were more fouled up than a hen house after the fox left. Kurita was in greater strength than we could imagine. Worst of all, our orbital position left us three hundred miles from the main battle. Nevertheless, I was confident. Kurita had walked right into the trap without suspecting a thing. If we could cause enough damage, we might get them to retreat.

The fake depot was a small, fortified position surrounded by twelve bands of landmines designed to slow, immobilize, and disrupt any attacking force. Covering the minefields and sighting for the artillery in the 33rd Hussars base camp were two dozen wheeled scout cars, heavily shielded with electronic counter measures (ECM) against detection.

I entrusted the defense of the fake Star League depot to a company from Prince Davion's heavy infantry regiments: the 782nd Davion Guard Auxiliary. They were good men and willing to fight to the death for their Prince. Attached to each squad was a *Sniper* artillery piece. No

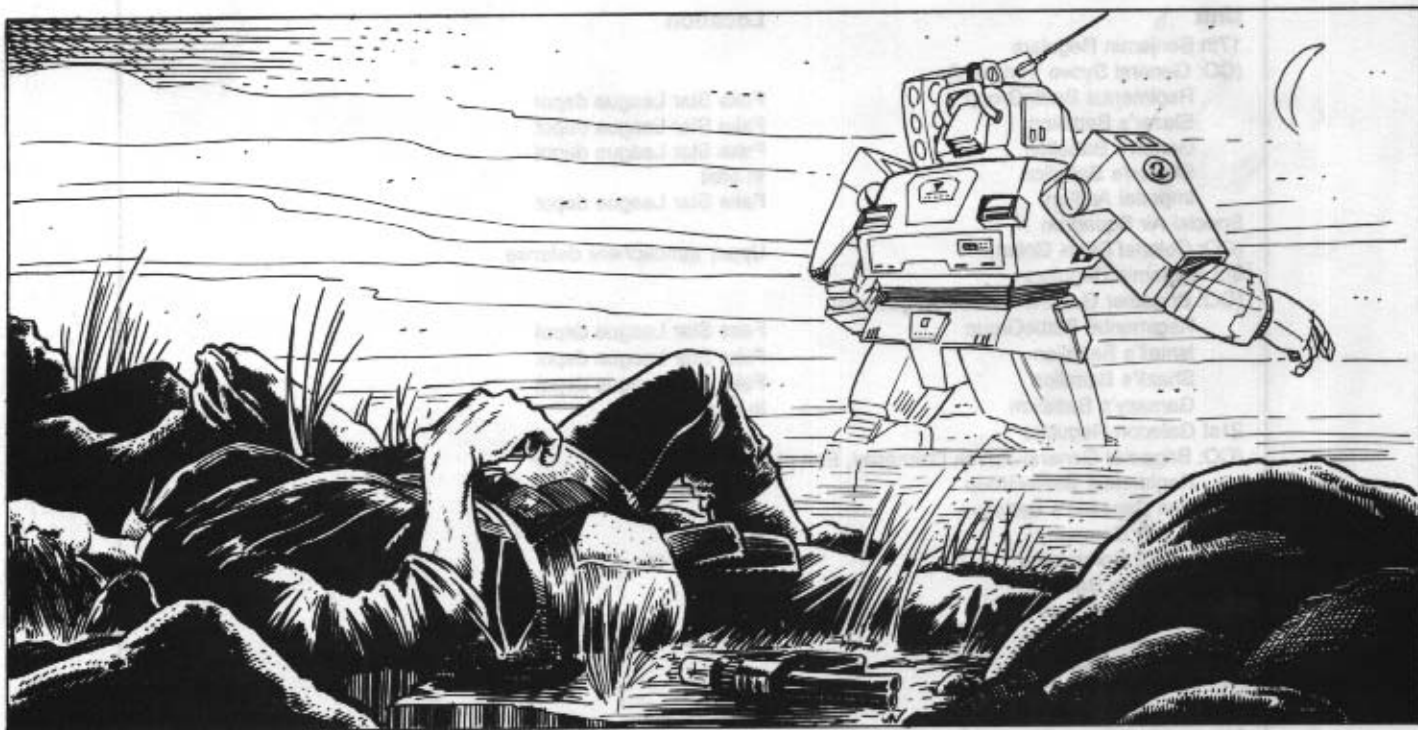
BattleMechs were within the perimeter.

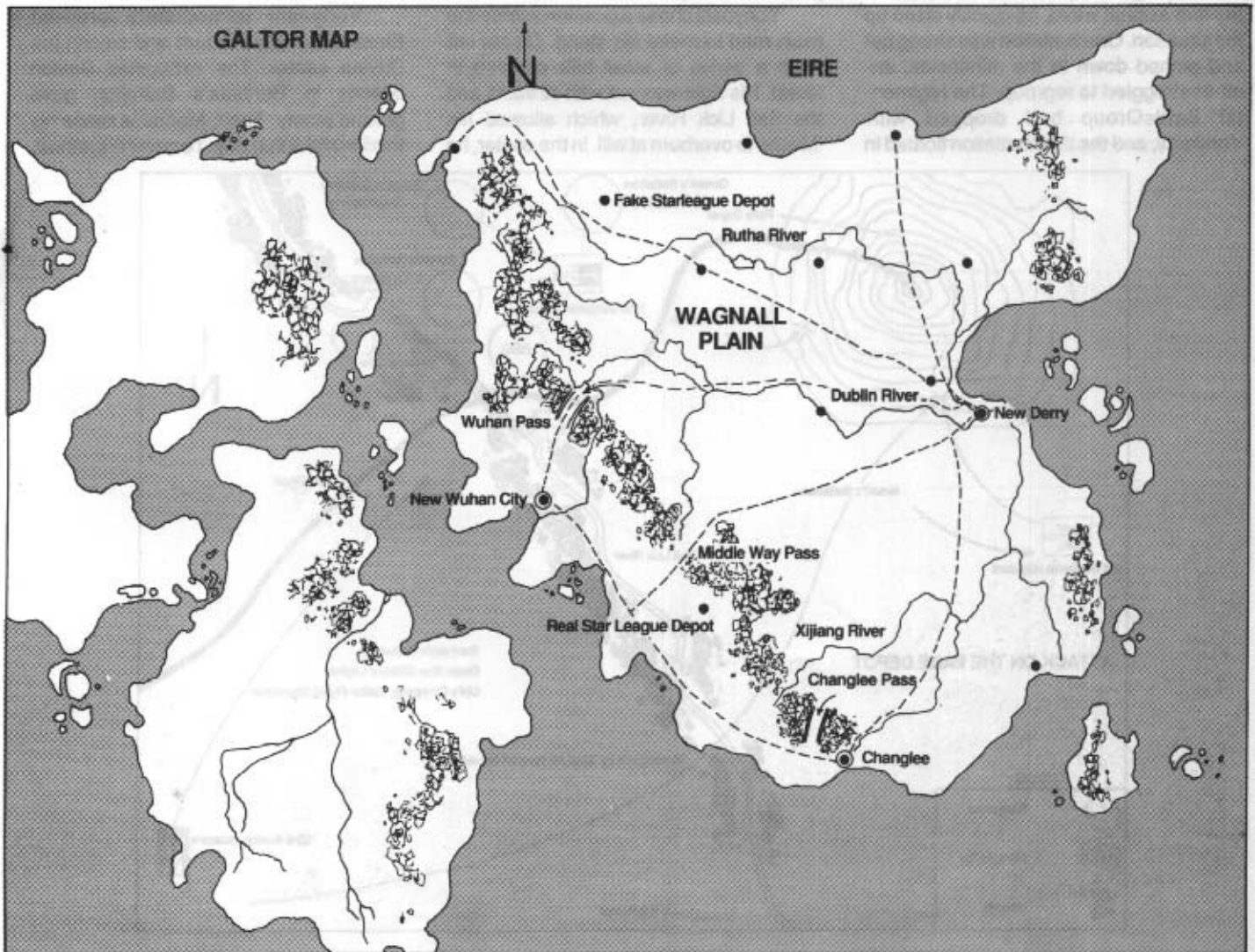
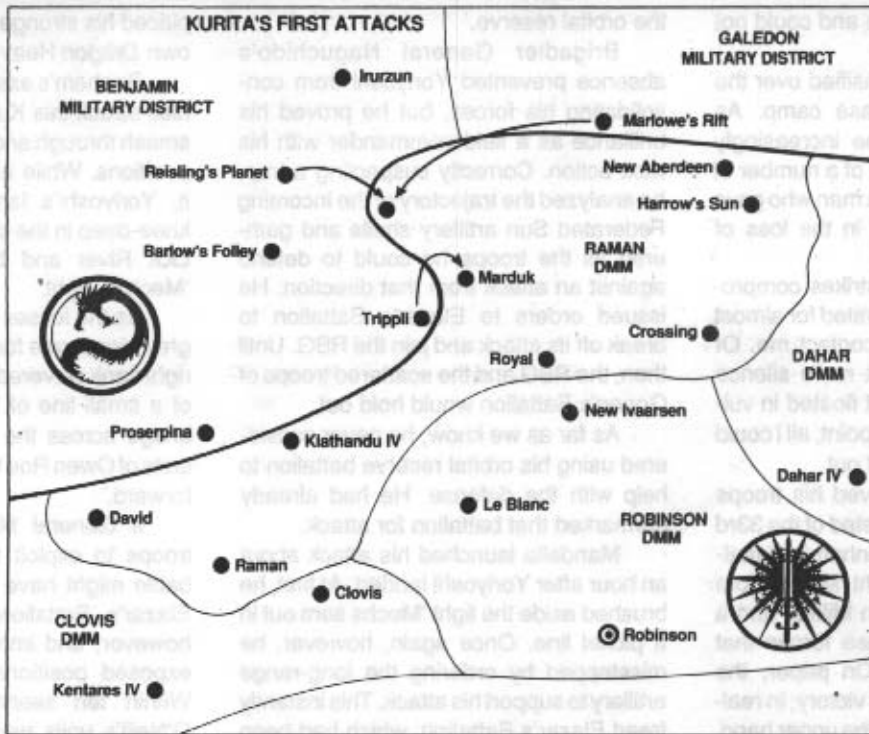
Supporting the position, three batteries of Long Tom artillery hid in hardened, pre-fabricated silos at the 33rd Hussars' Regimental BattleGroup's base camp. Most of the 33rd Avalon air lances defended these guns from attack.

THE FIRST ATTACKS

Elazar's Battalion of Yoriyoshi's 17th Benjamin Regulars regiment led the attack. The lead company was equipped with Advanced Electronic Probes (AEP), specifically designed to spot mines. The AEPs effectively cut a path through the first band of minefields in less than 15 minutes. To counter the move, the Davion Guard spotters called artillery and air strikes against these 'Mechs.

While Elazar's *Panthers* neutralized the spotters, the 3rd Benjamin Regulars attacked the depot from the other side of the perimeter. The 3rd had no AEP and was bogged down with many damaged units. The smoke from these burning 'Mechs attracted the attention of the 22nd Air Assault Squadron's K10 *Stukas*, which wreaked holy havoc among the giant war machines struggling in the minefields. Meanwhile, Brigadier General Naguchido, commander of the 3rd, had dropped into an orchard, where he some-





how overheated his 'Mech and could not be reached for six hours.

The air war also intensified over the 33rd Avalon Hussar's base camp. As General Mandella became increasingly nervous, he made the first of a number of mistakes. I hate knocking a man who gave his all, but it is a lesson in the loss of control.

Worried that the air strikes compromised his secrecy, he hesitated for almost an hour before trying to contact me. Of course, I could not break radio silence while most of my regiment floated in vulnerable DropShips. At this point, all I could do was watch and sweat it out.

Finally, Mandella moved his troops out. The attack force consisted of the 33rd Avalon Hussar's RBG, Benham's Battalion, Chi's Company of Light 'Mechs from the Dahar Draconis March Militia, and a collection of native defense forces that were basically useless. On paper, the force seemed sufficient for victory; in reality, General Yoriyoshi had the upper hand.

Although Yoriyoshi did not land with the first assault wave, he quickly sized up the situation. One battalion was strung out and pinned down in the minefields; another struggled to regroup. The regimental BattleGroup had dropped with Yoriyoshi, and the third battalion floated in

the orbital reserve.

Brigadier General Naguchido's absence prevented Yoriyoshi from consolidating his forces, but he proved his brilliance as a field commander with his next action. Correctly suspecting a trap, he analyzed the trajectory of the incoming Federated Sun artillery shells and gathered all the troops he could to defend against an attack from that direction. He issued orders to Elazar's Battalion to break off its attack and join the RBG. Until then, the RBG and the scattered troops of Gonen's Battalion would hold out.

As far as we know, he never considered using his orbital reserve battalion to help with the defense. He had already earmarked that battalion for attack.

Mandella launched his attack about an hour after Yoriyoshi landed. At first, he brushed aside the light 'Mechs sent out in a picket line. Once again, however, he misstepped by ordering the long-range artillery to support his attack. This instantly freed Elazar's Battalion, which had been pinned down by the batteries.

Yoriyoshi chose a position astride the main road to make his stand. On his left were a series of small hills covered in forest. His right was cut with streams and the Salt Lick River, which allowed his 'Mechs to overburn at will. In the center, he

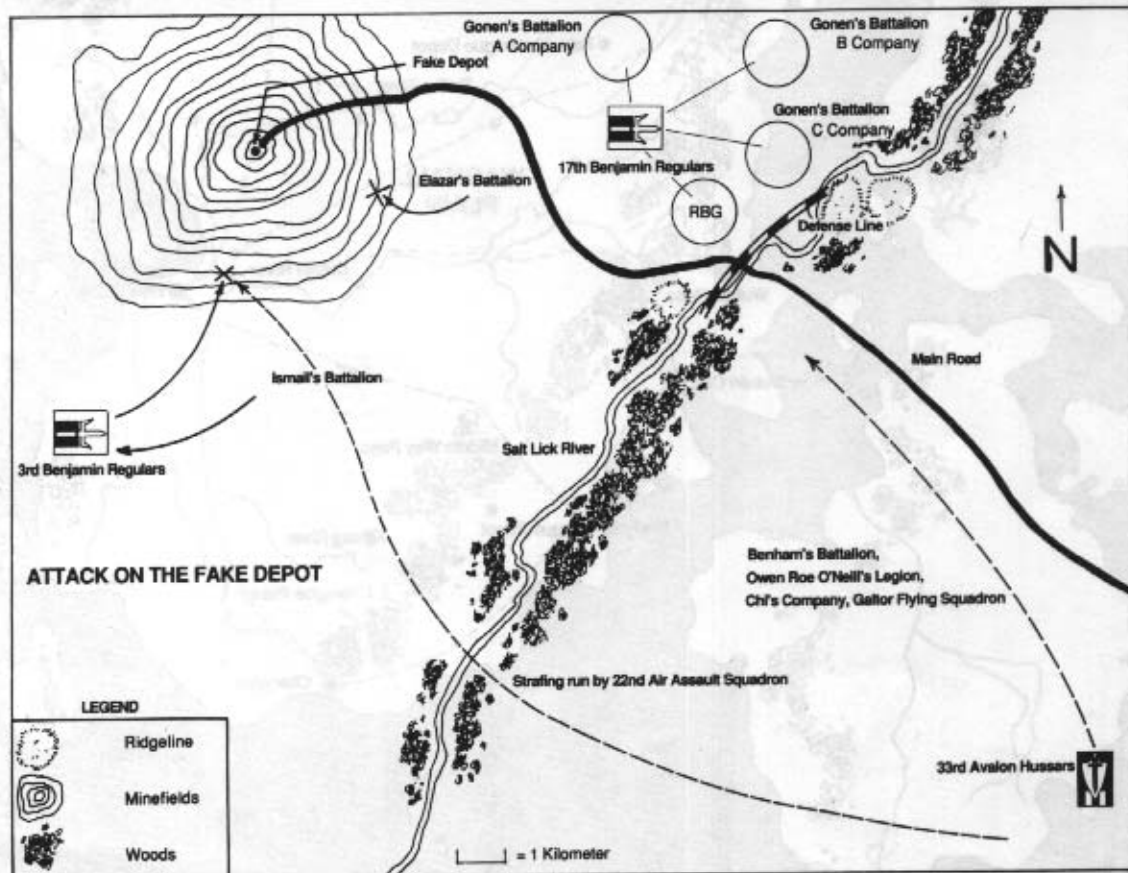
placed his strongest lances, including his own *Dragon Heavy BattleMech*.

Benham's assault and heavy companies struck this Kurita position, hoping to smash through and flank the strong hilltop positions. While artillery thudded around it, Yoriyoshi's lance stood its ground, knee-deep in the cooling water of the Salt Lick River and blasting every enemy 'Mech in sight.

As the losses mounted, the situation grew desperate for both sides. The Kurita right flank wavered, then fled to the safety of a small line of hills. After capturing a bridge across the Salt Lick, the tracked units of Owen Roe O'Neill's Legion surged forward.

If General Mandella had had the troops to exploit the breakthrough, the battle might have turned out differently. Elazar's Battalion arrived in strength, however, and immediately attacked the exposed positions of O'Neill's Legion. Within ten searing minutes, most of O'Neill's units were reduced to burning wrecks.

Yoriyoshi immediately ordered Elazar's Battalion to turn and smash the Davion center. The exhausted Davion 'Mechs in Benham's Battalion gave ground slowly. Then, Mandella made his third mistake that day. To cover his retreat,



Mandella threw in his last reserve too soon. Freelam's Company of light 'Mechs moved forward as Benham's Battalion withdrew.

Now, Yoriyoshi played his final ace. From out of the skies, Sharon's Battalion dropped directly behind the retreating battalions. The Galtor Flying Squadron instantly broke and fled the field. Caught in the crossfire like a brace of pigeons, Freelam's Company was destroyed to the last man. Realizing his mistake, General Mandella ordered the RBG to retreat and turned to face his pursuers alone. Although his *Crusader* was no match for the heavy 'Mechs of Elazar's Battalion, he stood his ground for 15 precious minutes, while the remains of Benham's Battalion and the 33rd Hussar's RBG escaped. His body was never recovered.

OTHER BATTLES

As General Mandella gave his life to save his regiment, a company of Sharon's Battalion struck the 33rd Hussar's base, blasting the artillery pieces and capturing large amounts of equipment and supplies. Air lances operating from the base flew the 7,000 miles to New Derry.

Other battles raged over the continent. In the battle for the fake depot, the 3rd Benjamin Regulars (now reunited with

their commander) broke through the minefields and started attacking the DropShips. The Davion Guard Auxiliary fought on courage alone, attacking 'Mechs with just handweapons and incendiaries. The last dozen or so men went underground into a maze of tunnels built to trap the Kurita 'Mechs. Instead of following them, Brigadier General Naguchido collapsed the tunnels, killing the Guards.

The Draconis Combine's 21st Galeadon Regulars landed near New Derry (except for two companies detailed to take Wuhan Pass on the other side of the continent). Expecting minimal resistance, Kurita DropShip Techs did not fire probes or adequately scan the landing site. Certainly, the poor MechWarriors did not expect to land smack in the middle of a mercenary encampment—especially an encampment of the malevolent Lone Wolves.

The Lone Wolves cut many of the first assault 'Mechs to pieces. One Lone Wolf MechWarrior, Arthur "Big Booty" Stetson, particularly delighted in the carnage. Big Booty operated a *Hatchetman* 'Mech with its head painted white and black like a leering skull. He roamed the battlefield smashing the cockpits of damaged Kurita 'Mechs with his two-ton axe while screaming about scalps. Other Lone Wolves

acted no less bloodthirsty.

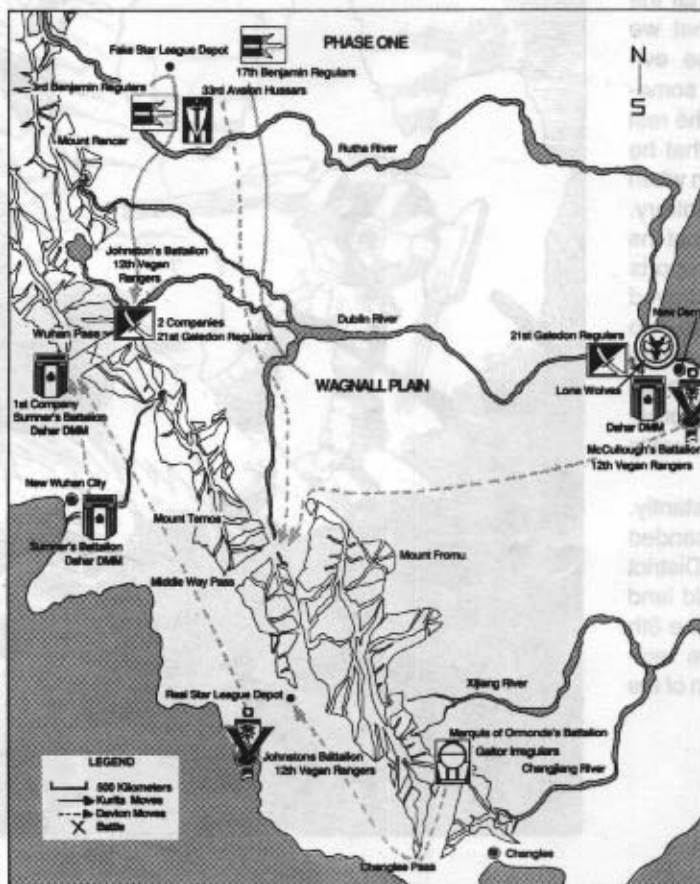
Surprised and confused by the suddenly hot landing zone, the 21st quickly fell back. Warren's Battalion limped away from the firefight with 60 percent casualties, surviving only because the Wolves began fighting each other for salvage rights.

However, Kurita MechWarriors achieved complete surprise in the Wuhan Pass. The defenders, caught outside their machines, died to the last man. The two companies of Wrede's Battalion captured seven of the twelve 'Mechs intact and fully armed.

The death of General Mandella forced me to take command of the forces of Galtor III. I did not want the job—the situation plainly distressed me. Reports filtered in that even more Draconis Combine 'Mechs were landing near the fake base. Computer estimates figured that we faced four regiments on the ground already with another wave of DropShips at the system's Jump Point, a mere three days away.

Concentration of forces is vital against so powerful a foe. I determined that we had enough 'Mechs to defend only one point. I chose the real Star League storehouse.

As night fell on the continent, I landed



with Alpha Regiment's RBG and ordered McCullough's Battalion to leave New Derry for the Middle Way Pass near the real Star League storehouse. The Dahar DMM Regimental BattleGroup and the motorized elements of General Liao Yao-hsiang's Brigade prepared to follow the next day.

To gain the initiative as quickly as possible, the rest of Sumner's Battalion in New Wuhan City and two companies of Johnston's Battalion of the 12th Vegan Rangers would move to retake Wuhan Pass.

Meanwhile, the Marquis of Ormonde's Battalion moved to the Star League storehouse. I divided our air lances to defend our DropShips and the airports in New Wuhan City and New Derry.

The Draconis Combine reacted to the new situation slowly. Intercepted communiques and interviews with captured MechWarriors give us only an incomplete picture. Apparently, General Yoriyoshi's staff identified the DropShip *Velaquez* and correctly deduced that the 12th Vegan Rangers lurked somewhere on planet. They also decided that the Rangers were responsible for the nasty reception that the 21st Galedon Regulars received that morning.

Yoriyoshi could not believe that the camp was fake. He assumed that we stripped the base, destroyed the evidence, and cached the contents somewhere on the planet. Throughout the rest of the campaign, he maintained that he had captured the correct base even when confronted with evidence to the contrary.

The old boys in Luthien broke out the champagne after the first battle reports arrived. The field commanders portrayed the attack as an unqualified success—no one mentioned a fake Star League depot. Yoriyoshi merely requested more troops "to ensure that the Federated Sun presence is totally eradicated from Draconis Combine soil."

The request was granted instantly. The 5th Galedon Regulars, commanded by Yoriyoshi's rival, Galedon District Warlord General Samsonov, would land in three days followed closely by the 8th Galedon Regulars. A force of five regiments would ensure the destruction of the 12th Vegan Rangers.

ISOLATION

Our counterattack on Wuhan Pass roared down on the Kurita position like a tornado. We struck hard, pressed home, but still failed to dislodge them. The confined space favored the Kurita defenders, who fell back from one excellent fire position to another, escaping any flanking maneuver. Nevertheless, our mission was accomplished. By blocking one end of the pass, we kept Kurita from using it as a jumpoff point for an attack on New Wuhan City.

My command concentrated around the Star League storehouse and the mountain passes. McCullough's Battalion reached the Middle Way Pass just in time to join with the battered remains of the 33rd Avalon Hussars.

Constantly harassed by Combine air squadrons, the Hussars had crossed 6,000 miles of featureless plain. Operating from the orbiting DropShips, our own air lances defended them. Supply shortages, especially of bombs and SRM loads, hampered effective Davion air cover, and continued to plague us throughout the campaign.

The Kurita reinforcements dropped astride the main road to New Derry, cutting off the last supply route into the city. Trapped inside were the Dahar DMM RBG, General Liao Yao-hsiang's Brigade, the Lone Wolves mercenary force, and a large number of civilians.

At first, the city exploded into chaos. Kurita *Sholagar* fighters attacked military and civilian targets with impunity. Rumors spread that the Draconis Combine would use a lethal nerve gas to kill civilians; gas masks were sold for thousands of C-Bills. Panicked citizens jammed the transport and communication systems. Through the confusion, the Lone Wolves roamed the streets in their BattleMechs, looting at will.

Order was restored when Sir William Dobson, commander of the Dahar DMM, challenged the looters like an old-time Western marshal. His bright orange *Warhammer* disabled two renegade 'Mechs with particle cannon shots.

Kurita had problems of his own. The Combine advance stopped while the two district commanders met on the wind-swept Wagnall Plain. Choked with indignation, Samsonov demanded that his



men be put to better use than besieging a city "full of cutthroats and old women." Yoriyoshi matched the Galedon Warlord's indignity and wanted to know why three Galedon Regular regiments landed on the planet while only two Benjamin Regulars were present.

Eventually, both sides agreed on a plan. The 21st Galedon Regulars regiment would rotate offplanet, and the 11th Benjamin Regulars would drop during the next assault. In the meantime, the 3rd and 17th Benjamin Regulars would clear the Wuhan Pass in preparation for an assault on New Wuhan City. The Galedon Regular forces would crush the resistance in New Derry, then cross the Wagnall Plain and assault the fortifications around Middle Way Pass. The Benjamin Regulars would wait until the Galedon forces smashed through the pass before attacking New Wuhan City. The city would then fall to a joint attack.

Amazingly, neither man mentioned the Star League storehouse. Both sides seemed more concerned with prestige than with winning the battle. Yoriyoshi and Samsonov's lack of enthusiasm for finding

the storehouse supports the theory that the Kurita commanders never expected the depot to be real. The Galtor Campaign interested them only as a way to advance their own careers.

While the Warlords dickered about their precious reputations, Lyon's Battalion, a strong veteran force of heavy and medium BattleMechs, reinforced the 33rd Avalon Hussars. Colonel Lyon took over command of the 33rd Hussars. Besides some small blockade runners, these troops were the last Federated Sun reinforcements to arrive on Galtor III for almost three months.

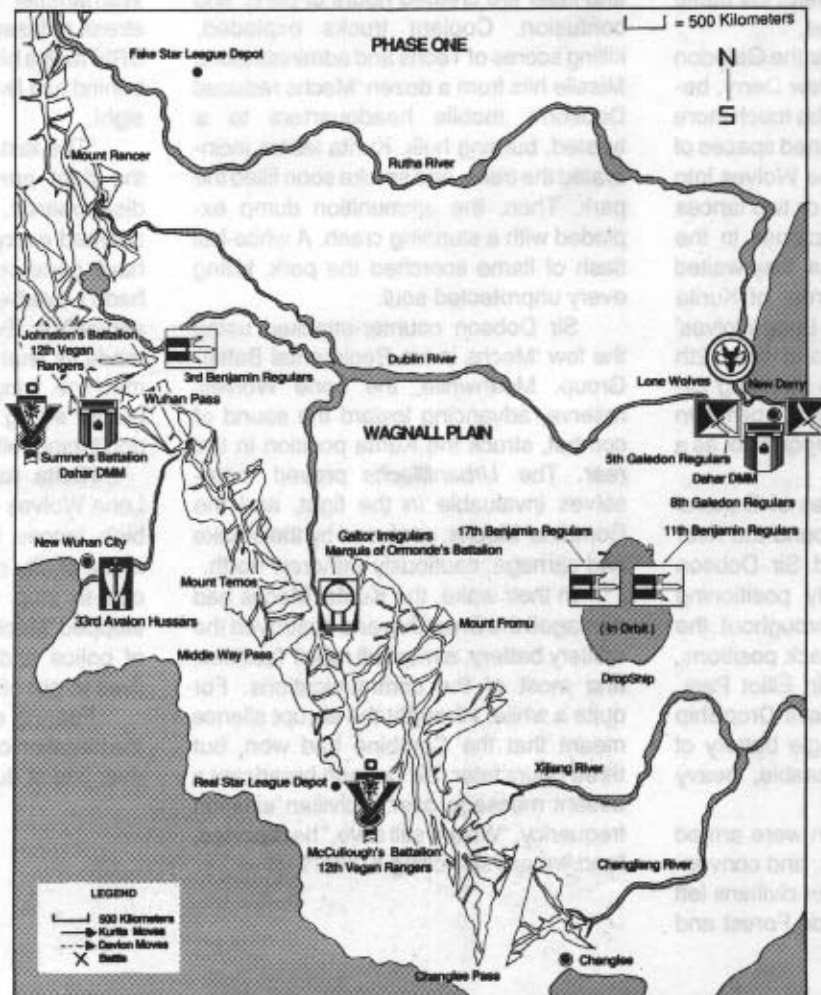
The major reason for the lack of support centered on the curious behavior of Prince Hanse Davion. After developing, creating, arranging, and implementing the Galtor plan, he seemed to lose interest. Of course, major events on the border with House Liao diverted his attention, but never before, or since, had Prince Davion been so indecisive.

Prince Davion's seeming lack of interest paralyzed his district commanders, who watched the battles on Galtor III and

Marduk with growing alarm. District Commander Andrew Cunningham at Robinson placed the Robinson Draconis March Militia on full alert, then contacted Davion for instructions. When no instructions came, Cunningham decided to move anyway.

Cunningham diverted Meade's Battalion of the 33rd Avalon Hussars, still in transit, to lead the assault on Marduk. Supporting the attack were elements from the Raman Draconis March Militia. As soon as Colonel Meade secured Marduk, the Bremond and Raman DMMs would reinforce Galtor III, followed by the Clovis DMM and Robinson DMM. The plan dangerously weakened the center of the Draconis March border, and without Hanse Davion's approval, no mercenary or House regiment could be used to strengthen the sector.

The plan was sound, but Cunningham dragged his feet. He allowed the Raman DMM three extra weeks to refit its air lances. In addition, the Robinson DMM experienced delays in refueling and equipment.



THE BATTLE FOR NEW DERRY

The Draconis Combine did not wait for our reinforcements. Prodded by Takashi Kurita, their regiments lumbered into action. Their first objective was New Derry.

The Galtoirians had built New Derry on a marshy area near the mouths of three large rivers: the Dublin, Rutha, and Xijiang. The city spread along the river banks and coastline, and its airport, constructed on landfill, extended into the harbor.

Because of the marshes, rivers, and forests that surround New Derry, an attacker has only two clear approaches to the city. One lay along the Rutha River Valley from the north. The second avenue of attack was a narrow stretch of firm ground between Wilde Forest and Mendoza Hollows (a vast marsh that extends east for hundreds of miles).

I did not envy Sir Dobson's task of defending the capital. The defense depended on a rag-tag collection of under-equipped, poorly disciplined troops sprinkled with a few veterans from his own unit. They faced two line regiments led by competent commanders. Nevertheless, Sir Dobson knew how to control the battle and bring it to his advantage.

Dobson did not try to bar the Galedon Regiments' advance into New Derry, believing that his forces would be much more effective fighting in the confined spaces of the city. He divided the Lone Wolves into hunter-killer groups of one or two lances and positioned them in factories in the north side of town. Like lions, they waited to strike at the flank and rear of Kurita penetrations. A group of the Lone Wolves' best city-defense 'Mechs and five 12th Vegan Rangers volunteers manning *UrbanMechs* concentrated in Dublintown Square, a large central transport hub, as a reserve.

To the south, the forces of General Liao Yao-hsiang dug in around the river bridges. General Liao and Sir Dobson spent two days personally positioning every gun and soldier. Throughout the city, Dobson created fall-back positions. Central command set up in Elliot Park, along with the *Leopard Class DropShip* "Marion Davies" and a single battery of antiquated, but still serviceable, heavy artillery.

The police and firemen were armed with flamers, Inferno SRMs, and conventional satchel charges. Other civilians left the city; many fled into Wilde Forest and Mendoza Hollow.

As expected, the 5th Galedon Regulars attacked first from the north. Supported by three dozen fighters, the 'Mechs plowed into the city in five separate columns. The Lone Wolves instantly stopped three columns with concentrated fire on their flanks; the last two columns broke through. The first column entered a working class neighborhood held by the police and a firefighting unit. When the first Kurita 'Mech, a *Jenner*, stepped on an oil streak mixed with soap flakes, the firefighters blasted a concentrated stream of water into the 'Mech's head at point-blank range. The 'Mech fell over like a rotted cactus. The next *Jenner*, coming up too close behind, tripped over the first and landed on an electrical substation. There was a blinding flash and an explosion as the police closed in and finished both 'Mechs off. The conflagration spread up and down the street, forcing the rest of the Draconis Combine column to retreat.

The second column followed the river into the heart of the city. It reached the Elliot Park headquarters undetected and proceeded to rip out the heart of the defense. One minute of concentrated missile and laser fire created hours of panic and confusion. Coolant trucks exploded, killing scores of Techs and administrators. Missile hits from a dozen 'Mechs reduced Dobson's mobile headquarters to a twisted, burning hulk. Kurita lasers incinerated the trees, and smoke soon filled the park. Then, the ammunition dump exploded with a stunning crash. A white-hot flash of flame scorched the park, killing every unprotected soul.

Sir Dobson counter-attacked using the few 'Mechs in his Regimental BattleGroup. Meanwhile, the Lone Wolves' reserve, advancing toward the sound of combat, struck the Kurita position in the rear. The *UrbanMechs* proved themselves invaluable in the fight, and the Combine 'Mechs, confused by the smoke and carnage, cautiously withdrew north.

In their wake, the Kurita 'Mechs had damaged the DropShip and destroyed the artillery battery, almost all repair facilities, and most of the communications. For quite a while, I thought the abrupt silence meant that the Combine had won, but three hours later, Sir Dobson broadcast a defiant message over a civilian aviation frequency. "We are still alive," he reported, "and we are still killing Kurita!"

The 8th Galedon Regulars attacked at dawn the next day, leaping over the first line of defenses and striking deep into the city. The infantry and motorized troops of General Liao's brigade crumbled before the *Panther*, *Jenner*, and *Valkyrie* 'Mechs of the light battalions. The Combine veterans cleared Yao-hsiang's brigade from the river line and rolled it back into the central city.

Desperate for any sort of block, Sir Dobson ordered every other Lone Wolf lance to assemble in Elliot Park. His own Regimental BattleGroup, battered from the previous day's fighting, attacked the deepest Kurita thrust. For three hours, Sir Dobson and his *Warhammer* fought wherever the fighting was thickest, rallying his men and the remaining troops of General Liao's brigade.

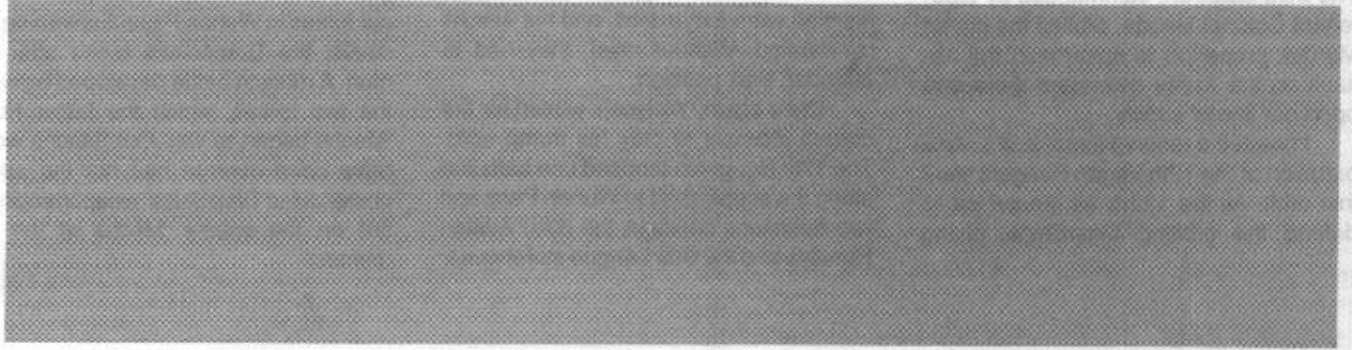
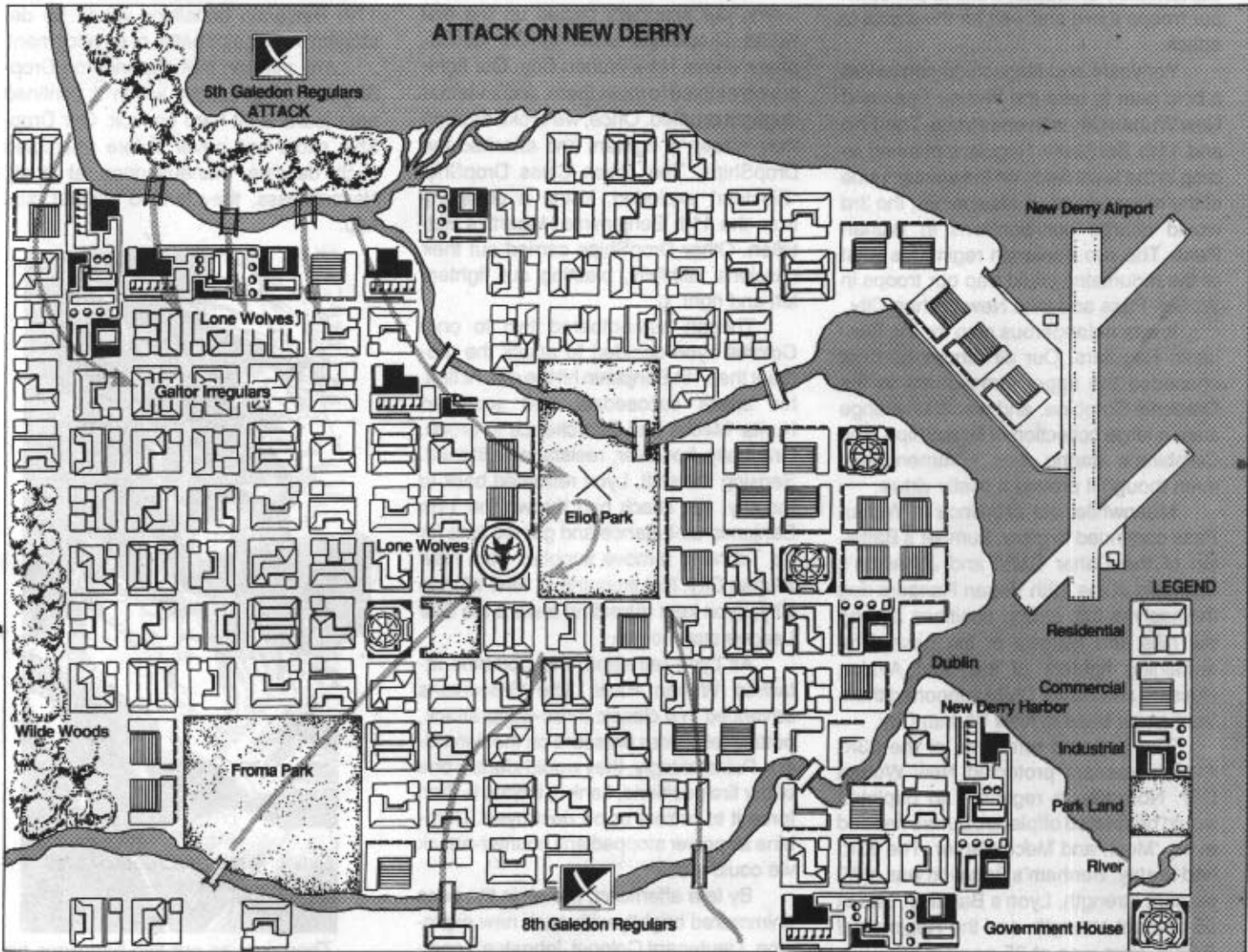
Lone Wolf Tech Harold Anderson described Dobson's condition when he returned to Elliot Park:

"Throughout the day, Sir Dobson would turn up at the park and leave with any Lone Wolf 'Mechs that bothered to obey his orders. And, as sure as I'm standing here, each time he came back, his *Warhammer* displayed a new dent or streak of laser burn. Eventually, his Holly SRM took a hit, and the wreckage dangled behind him like a dead bird. It was a pitiful sight.

"The last time Sir Dobson returned, the right arm of his *Warhammer* had disappeared, and the leg actuators sparked every time he moved. He would have gone out again if his Martell laser hadn't overheated and fused his central servolinks. Even when the 8th Galedon made its final assault, he stayed with his machine, firing his PPC and looking like a proper sitting duck. He's a brave man, I don't mind telling you."

Kurita losses increased after the Lone Wolves entered the fray. The Combine lances became separated in the maze of city streets and found it dangerous to stop anywhere for too long. A stopped 'Mech attracted the roving bands of police and infantry, who risked their lives to get off a single SRM shot.

Fearing even larger losses at night, the battalion commanders withdrew to the river line at dusk.



THE FALL OF NEW WUHAN CITY

Not for one moment did General Yoriyoshi plan to wait for General Samsonov's 'Mechs to breach Middle Way Pass. Almost simultaneously with the attack on New Derry, every available Draconis Combine DropShip assembled on the Wagnall Plain to embark the 17th Benjamin Regulars. Naguchido's 3rd Benjamin Regulars concentrated on the eastern side of Wuhan Pass to pin down our troops there and wait for the signal to attack.

Yoriyoshi and Naguchido conceived a bold plan to take the Wuhan Pass and New Wuhan City with one stroke. The 17th and 11th Benjamin Regulars planned to drop in the level fields on the western side of the mountain pass. Meanwhile, the 3rd would charge our positions in Wuhan Pass. The two Benjamin regiments west of the mountains could trap our troops in Wuhan Pass and take New Wuhan City.

It was a dangerous plan for the Benjamin Regulars. Our air lances had not conceded the upper atmosphere to the Draconis Combine, and would challenge such a large collection of DropShips. The Combine's daring was commendable, even though it proved a costly virtue.

Meanwhile, our presence in Wuhan Pass continued to grow. Sumner's Battalion of the Dahar DMM and Johnston's Battalion of the 12th Vegan Rangers dug themselves into strong positions among the hills and hollows of the pass. The remaining fighters of the 33rd Avalon Hussars and Dahar DMM supported them from an air base in New Wuhan City.

The battered remnants of the 33rd Avalon Hussars protected New Wuhan City. Normally, a regiment so depleted would be rotated offplanet, but we needed every 'Mech and MechWarrior. The 33rd had to stay. Benham's Battalion was at 60 percent strength, Lyon's Battalion was at 95 percent strength, and the Regimental BattleGroup was at 35 percent strength. The third battalion, commanded by Lieutenant Colonel Meade, orbited the planet Marduk preparing to spearhead the assault on the Kurita defenders there and open our line of supply.

I needed a reserve force, and so one battalion of the 12th Vegan Rangers went into orbit. All the 12th's air lances left to defend the orbiting DropShips, giving

Kurita air superiority on the ground. That was my mistake. I missed those fighters sorely in the coming confrontation.

Finally, stretched across the narrow Middle Way Pass, a few native units dug in. This area was the least of my worries. Even a small force could pin a regiment down long enough for the Vegan Rangers to reinforce.

An hour after the 8th Galedon Regulars' assault battalions withdrew from New Derry, our scanners picked up the first Kurita DropShips entering the atmosphere above New Wuhan City. Our fighters scrambled to meet them, and a vicious dogfight erupted. Once, we broke through their screen of fighters and attacked the DropShips. The *Union Class* DropShip "Einstein" exploded, killing a company from the 11th Benjamin's Hogarth's Battalion. Other DropShips carried out their missions faithfully, blasting our fighters left and right.

Though outnumbered two to one, Colonel Lyon decided to attack the moment the 11th Benjamin hit the dirt. At first, his attack succeeded, and scattered Kurita 'Mechs had little chance to group. Gradually, however, resistance stiffened. Sensing the shift, Lyon retreated back to the city. His attack had thrown the 11th Benjamin off-balance and gained time for his Techs to remove supplies from New Wuhan City. Not stopping at New Wuhan City, Lyon kept retreating toward the Star League storehouse.

As Lyon retreated, the Combine attacked Wuhan Pass. The Draconians advanced in a classic three-wave attack, putting relentless pressure on the defenders. Painstakingly, they would identify one of our fire positions, flank it, isolate it, then force it to retreat or be destroyed. Combine air power stopped any counter-attack we could muster.

By late afternoon, the air in the pass shimmered brightly with each new explosion. Lieutenant Colonel Johnston's command ran short of all types of ammunition, his men were exhausted, and his 'Mechs overheated. Without relief, they had to abandon their position.

Once again, Yoriyoshi waited for the correct moment to play his trump card. The 17th Benjamin dropped one battalion along the supply road to Wuhan Pass and two battalions between the 33rd Avalon Hussars and the Star League storehouse.

CONTROL UNDER PRESSURE

In response, my staff devised a daring rescue. Three DropShips would land directly south of Wuhan Pass in a small area of level terrain to pick up the remainder of Johnston's and Sumner's Battalions. Meanwhile, two battalions of the 12th Vegan Rangers would strike from the north at the 17th Benjamin battalions blocking the 33rd Avalon Hussars while the Hussars struck from the south. The 17th Benjamin battalions would be destroyed in a classic battle of envelopment.

Any mission that depends on DropShips landing exactly within a confined area leans a bit hard on luck. Our DropShip pilots had never before attempted such delicate maneuverings at dusk. Nevertheless, they landed without mishap.



Then, just as our two battalions began to move out, the 3rd Benjamin routed our forces in Wuhan Pass. Screaming like devils, the Draconians raced after our men. A running battle developed between the two forces, which the faster Kurita 'Mechs began to win. Our 'Mechs would have been overrun had not the added power of our DropShips' weapons opened fire on the enemy 'Mechs at the last moment.

Standing like a beacon amid the noise, smoke, and confusion, Colonel Johnston blasted away with the Pontiac 100 Autocannon on his *Victor* BattleMech, which was the last Davion 'Mech to leave the field. The tiger-striped 'Mech took so many hits that the entire leg and jump jet system fell apart when the DropShip jerked into the atmosphere.

Blazing away at the 'Mechs below, the DropShips lifted off with 65 percent of the Davion force intact. Colonel Johnston was the only surviving officer. Davion 'Mechs lay strewn from Wuhan Pass to the DropShip landing site.

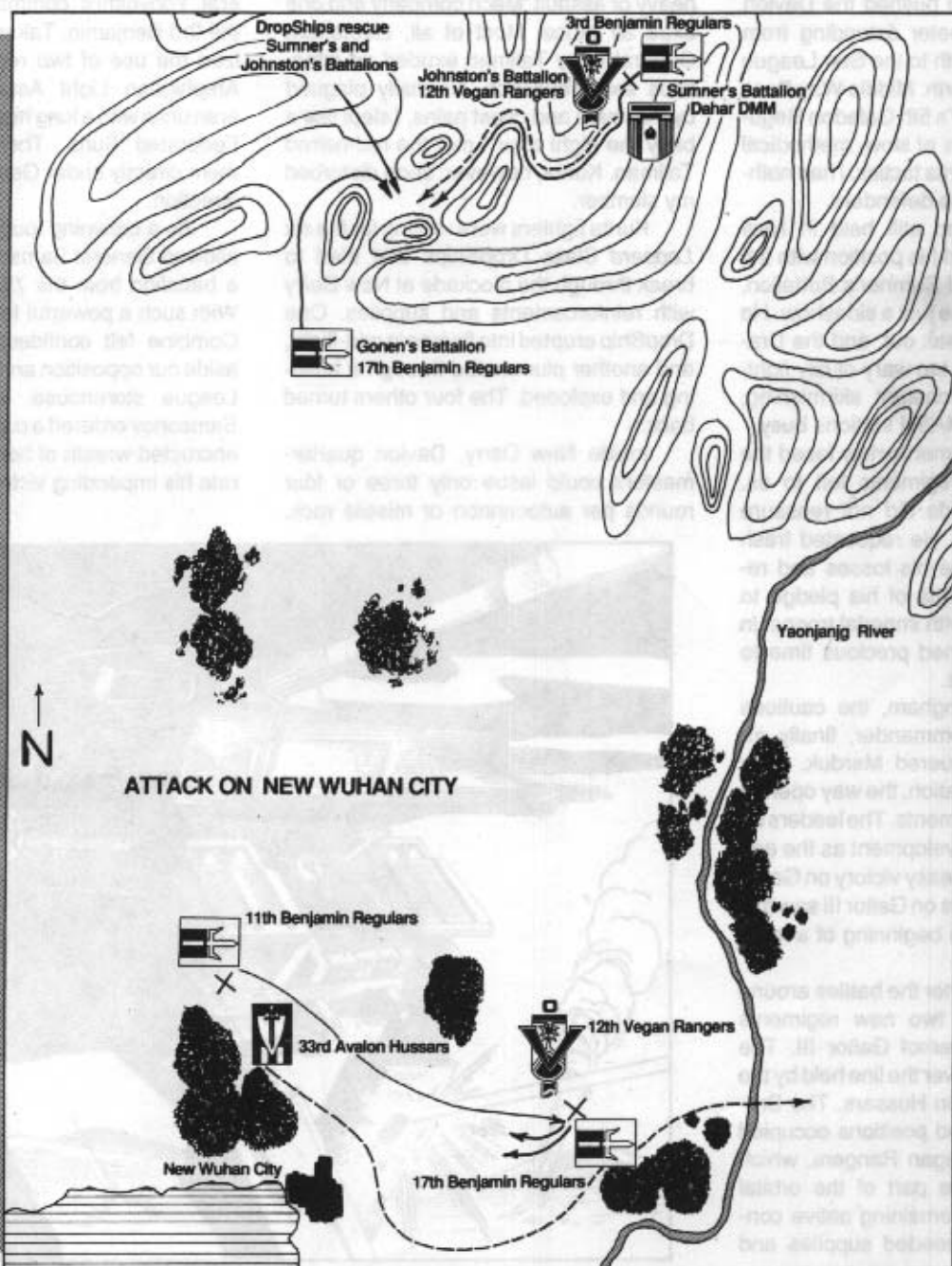
South of New Wuhan City, Colonel Lyon's command stumbled deeper and deeper into trouble. For six hours, the brutal pace had strained his men and machines to the breaking point. The pitch-black night did not help matters. Units strayed or became lost; under strict radio silence, Lyon could not contact a quarter of his 'Mechs.

The Alpha Regiment of the 12th Vegan Rangers loved the darkness. Assault lances came within a thousand meters of Combine pickets before being challenged. Their answer, of course, shattered the unsuspecting 'Mechs and lit the blackness in a surreal display of red,

green, and yellow zeon and laser. The darkness fragmented the battle into dozens of individual firefights flowing back and forth over the same hills. Flames engulfed a nearby forest, inhibiting target acquisition by infrared scanners.

The 33rd Hussars could hear the guns, and slowly Colonel Lyon moved his command toward them. Two hours after the attack, the first 'Mechs of the 33rd Avalon Hussars met the attacking Rangers.

In the darkness, the 17th Benjamin Regulars escaped. Air lances, operating from the captured base at New Wuhan City, covered their withdrawal gallantly.



PHASE TWO

—From *A MechWarrior's Life*, by Margrave Sheridan Douglass, New Avalon Press, 3026

The failure of General Yoriyoshi to crush the Davion forces cost him his job. He remained in charge of the Benjamin Regulars on the planet, but General Samsonov became overall commander on Galtor III. For a moment, Takashi thought of directing the campaign himself, but his counselors pointed out that there was no guarantee the Draconis Combine would win this battle.

Three months after the initial landings, Kurita had pushed the Davion forces into a perimeter extending from Changlee in the south to the Star League storehouse in the north. Middle Way Pass fell to the Samsonov's 5th Galedon Regulars after three hours of slow, methodical fighting typical of Kurita tactics. I had nothing left to support the defenders.

General Dobson still held in New Derry. We reinforced his position with the remaining 'Mechs of Sumner's Battalion, but the siege became just a sideshow. He was too weak to break out, and the Draconis Combine was too wary of city fighting to break in. Constant skirmishing, however, kept the MASH stations busy.

Five Kurita regiments now faced the two and one-half regiments left to us. However, these odds did not reassure General Samsonov. He requested fresh regiments to replace his losses and reminded Takashi Kurita of his pledge to support the attack with imperial troops. In the interim, we gained precious time to make our own plans.

Andrew Cunningham, the cautious Draconis March commander, finally attacked and reconquered Marduk. After three months of isolation, the way opened for Davion reinforcements. The leaders on Luthien saw this development as the end of their hopes for an easy victory on Galtor III. The Kurita leaders on Galtor III saw this development as the beginning of a long, bloody campaign.

Three weeks after the battles around New Wuhan City, two new regiments landed in our corner of Galtor III. The Raman DMM took over the line held by the skeleton 33rd Avalon Hussars. The Bremond DMM replaced positions occupied by my own 12th Vegan Rangers, which once again became part of the orbital reserve. Even the remaining native contingents obtained needed supplies and new equipment.

I was apprehensive about the Raman Draconis March Militia. Major General Baden-Powell commanded a slack outfit with few heavy 'Mechs but many commanders politically appointed by hacks in New Avalon. Events would show good reason for my concern, but at the time, any fresh regiment looked better than the dented and stained remnants of the Avalon Hussars.

My demeanor improved when I saw the Bremond DMM. The regiment arrived at the Star League storehouse in top condition with every 'Mech newly painted and fully operational. For striking power, each Bremond battalion contained a heavy or assault 'Mech company and one extra air lance. Most of all, Lieutenant General Mary Tallman exuded an infectious self-confidence. Normally plagued by insomnia and chest pains, I slept like a baby the night after I met the red-haired Tallman. Kurita, however, soon disturbed my slumber.

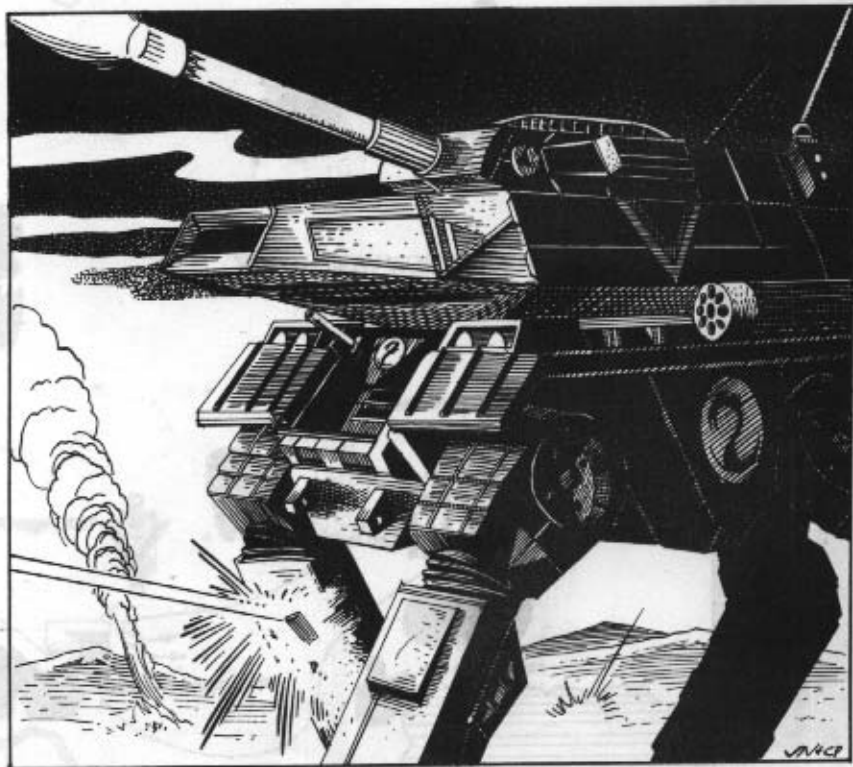
Kurita fighters were waiting for the six *Leopard* Class DropShips that tried to break through the blockade at New Derry with reinforcements and supplies. One DropShip erupted into flames in mid-flight, and another plummeted through a building and exploded. The four others turned back.

Inside New Derry, Davion quartermasters could issue only three or four rounds per autocannon or missile rack.

Techs stripped all immobilized 'Mechs of laser weapons and fitted them onto skimmers or civilian hovercraft. During the night, bands of Lone Wolf mercenaries haunted the old battlefields, salvaging the wrecked 'Mechs for parts, coolant, and ammunition. Bitter firefights broke out between these scavengers and Kurita patrols.

Even as our forces grew, so did the forces of the Draconis Combine. The 11th Benjamin regiment rotated out, and the green troops of the 6th Benjamin Regulars rotated in. The 3rd Benjamin left to defend the planet Tripoli (many suspect that the regiment was removed to weaken General Yoriyoshi's command). To replace the 3rd Benjamin, Takashi Kurita authorized the use of two regiments from the Amphigean Light Assault Group—veteran units with a long history of fighting the Federated Suns. Their orders placed them directly under General Samsonov's direction.

As a crowning touch, Takashi Kurita allowed General Samsonov to command a battalion from the 7th Sword of Light. With such a powerful force, the Draconis Combine felt confident it could sweep aside our opposition and take the real Star League storehouse. In fact, General Samsonov ordered a custom-made, gem-encrusted wreath of honor to commemorate his impending victory.



PHASE TWO UNITS

HOUSE DAVION

Unit

Alpha Regiment, 12th Vegan Rangers
(CO: Margrave Sheridan Douglass)
Regimental BattleGroup

Bragg's Battalion

20% losses

Johnston's Battalion

55% losses

McCulloch's Battalion

10% losses

Bremond Draconis March Militia

(CO: Lieutenant General Mary Tallman)

Regimental BattleGroup

Jenkins's Battalion

Spazla's Battalion

Marti's Battalion

Raman Draconis March Militia

(CO: Major General Conroy Baden-Powell)

Regimental BattleGroup

McNeill's Battalion

Finnegan's Battalion

Seymour's Battalion

Dahar Draconis March Militia

(CO: General Sir William Dobson)

Regimental BattleGroup

Pope's Battalion

33% losses

Sumner's Battalion

66% losses

French's Battalion

Galtor Irregulars

Marquis of Ormonde's Battalion

25% losses

New Derry Civil Defense

80% losses

General Liao Yao-hsiang's
Brigade

75% losses

Lone Wolves

40% losses

Location

Union DropShip *Velaquez*

(In orbit)

Overlord DropShip *Santiago*

(In orbit)

Overlord DropShip *Time 2*

(In orbit)

Overlord DropShip *Key Biscayn*

(In orbit)

300 kilometers north/northwest of Star League storehouse

300 kilometers north/northwest of Star League storehouse

300 kilometers north/northeast of Star League storehouse

300 kilometers due north of Star League storehouse

Coast road, 1600 kilometers west of Star League storehouse

Coast of Innersea, 160 kilometers west of Raman RBG

Coast road, 160 kilometers north of Raman RBG

Coast road, 400 kilometers east of Raman RBG

Destroyed

Refueling station on Galtor III's moon

New Derry

Destroyed

Changlee Pass

New Derry

New Derry

New Derry



HOUSE KURITA

Unit	Location
17th Benjamin Regulars (CO: General Syovo Yoriyoshi)	
Regimental BattleGroup	Coast of Innersea, 2000 kilometers west of Middle Way Pass
Elazar's Battalion	With RBG
25% losses	
Gonen's Battalion	With RBG
25% losses	
Sharon's Battalion	With RBG
35% losses	
Air Squadron	Ground Support
(CO: Colonel Sirius Golan)	
45% losses	
6th Benjamin Regulars (CO: Brigadier General Saad Shazli)	
Regimental BattleGroup	Changlee Pass
Jellalladin's Battalion	Changlee Pass
Seleucus's Battalion	Changlee Pass
Kuribayashi's Battalion	In orbit
5th Galedon Regulars (CO: General Grieg Samsonov)	
Regimental BattleGroup	400 kilometers west of Middle Way Pass
Wittgenstein's Battalion	400 kilometers west of Middle Way Pass
25% losses	
Stark's Battalion	400 kilometers west of Middle Way Pass
05% losses	
Makarov's Battalion	400 kilometers west of Middle Way Pass
20% losses	
8th Galedon Regulars (CO: Brigadier General Victor Nicholas)	
Regimental BattleGroup	Outside New Derry
De Montcalm's Battalion	Outside New Derry
15% losses	
Morgan's Battalion	Outside New Derry
20% losses	
Gates' Battalion	Outside New Derry
1st Amphigean Light Assault Group (CO: General Olivet Satterthwaite)	
Regimental BattleGroup	In orbit
Yoshinaka's Battalion	In orbit
Taruhito's Battalion	In orbit
Taira-no-Kore's Battalion	In orbit
2nd Amphigean Light Assault Group (CO: Brigadier General Karl Gramenov)	
Regimental BattleGroup	In orbit
Ophiuchus's Battalion	In orbit
Pollux's Battalion	In orbit
Themistocles' Battalion	In orbit
Kismet Battalion, 7th Sword of Light (CO: Colonel Tiresius Oliver)	Unknown

OPENING MOVES

The Draconians tried painstakingly to convince us that the main attack would be at Changlee. Five empty Draconis Combine DropShips orbited the area while *Slayer* fighters bombed and strafed our positions mercilessly.

Of course, we were not so easily fooled. Lieutenant General Tallman conceived an elegant misdirection to turn their plan into our advantage. Using the hulks of destroyed 'Mechs and lots of radio chatter, our technicians created a fake Vegan regiment defending Changlee. Kurita was fooled completely, diverting troops needed for the main attack against the Raman and Bremond DMMs to reinforce their position around Changlee.

The final push started just after dawn. Waves of light and medium fighters broke through the atmosphere and raked our forward outposts unrelentingly with missile and cannon fire. Our own fighters scrambled to meet them.

From the ground, the air battle seemed like a contest between two gods. One could hear the rumble of engines and the bark of weapons, and occasionally see a flash of light or a burst of green flame. Without wings, we were helpless mortals, unable to influence the outcome but affected by it nonetheless.

From the start, the Draconians used their favorite weapon of confusion: electro-magnetic pulse bombs detonated in the atmosphere and designed to knock out unprotected communication and computer links. Both sides flooded the air and microwaves with every conceivable jamming frequency. However, a more reliable cover protected the 17th Benjamin and 5th Galedon. A dense fog drifted over the Raman Draconis March Militia positions, hampering visual sightings and forcing many units to use their short-range infrared and audio battle sights.

Outposts all along the front reported the approach of Kurita BattleMechs, and the Raman and Bremond DMM units readied themselves. As the Kurita 'Mechs appeared, they seemed to merge into one another like a single ridge of gray mountains. In typical Kurita fashion, one battalion, spread thin across the front, scouted for any Davion positions. When it found one, an assault battalion rushed in from the flank or rear, while the scouting units, fighters, and artillery pinned the enemy in place.

If the defender broke, the third Kurita battalion would exploit the gap and ambush any reinforcing units. Then, the second regiment would tear through the

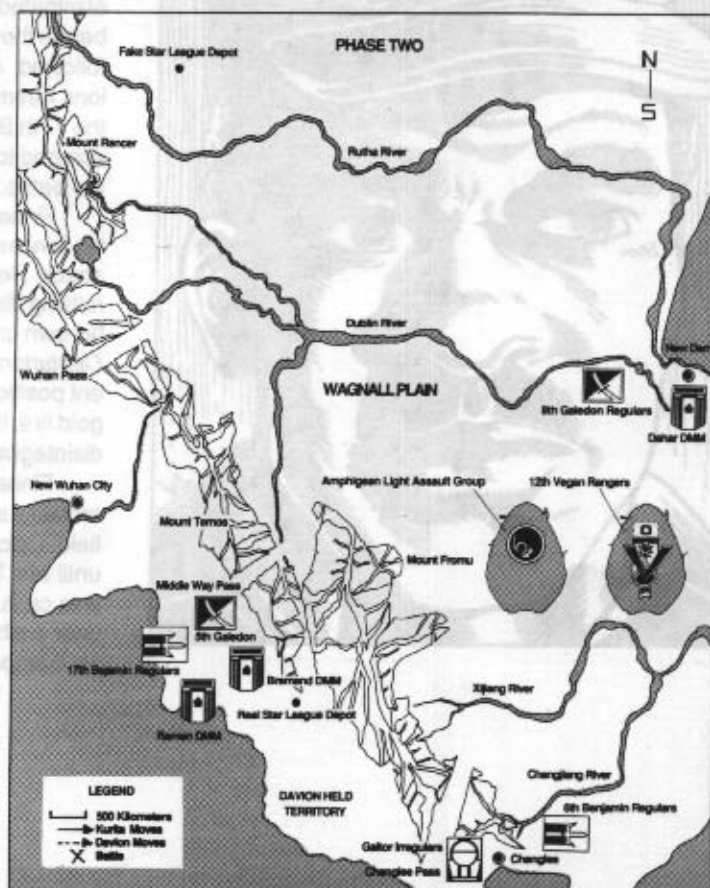
gap to attack the rest of the regiment from behind. It was a tried and true plan that had worked many times for Kurita.

DEATH OF A REGIMENT

General Baden-Powell of the Raman DMM spent the entire night trying to sort out his communications. A phenomenon called alpha-metric transference shorted out his secure commlinks with my headquarters in the DropShip *Velaquez*. Unable to contact me via regular channels, he encrypted a message and transmitted it via radio. It was a stupid thing to do. Seeded in the upper atmosphere, Kurita sensors instantly picked up the transmission, traced it back to its source, and alerted the Imperial fighter-bomber companies.

As the Kurita attack began, bombers flew straight for the regimental headquarters. Within seconds, Baden-Powell lay dead amid the white-hot pieces of his mobile headquarters. Most Techs and support personnel of the Raman DMM died with him. The decapitation of the Raman DMM shattered our efforts to coordinate the sector defense, and our whole left flank plunged into darkness.

Colonel Eloyis Finnegan now commanded the Raman DMM, if anyone was left alive to tell him. With his first shot, his



Centurion's Luxor Autocannon malfunctioned, blowing off the right arm and flinging the 'Mech into a ditch 100 yards from the firing line. Conscious and unhurt, Finnegan spent an hour rewiring the circuits in his frozen 'Mech. By the time he fixed the servo-link board, his battalion had vanished. The medium and light 'Mechs of his line companies crumbled beneath the *Goliath* and *Stalker* BattleMechs of the 17th Benjamin's heavy assault battalion.

According to his report, Finnegan struggled with his crippled 'Mech to rejoin his battalion. He followed a trail of smoldering wrecks back to the obliterated Regimental BattleGroup. Hunkered down amid the smoking shells of coolant trucks and supply trailers lurked the remnants of Finnegan's command.

The main Kurita attack had scattered Finnegan's Battalion, then swung right to trap Seymour's Battalion against the sea. Finnegan could not help the beleaguered Colonel Seymour, but his sense of duty demanded that he try. Finnegan stood up and turned on his PA system, yelling "I'm here and I plan to stay here. Who stands with me?"

At first, there was no response except for a burst of missile fire from Kurita positions. Then, one by one, his MechWarriors stood up with him. A cheer broke out, and the entire battalion rallied.

Finnegan gathered the scattered 'Mechs into vigorous patrols, which silenced the harassing Combine 'Mechs. Other 'Mechs loaded up whatever ammunition and equipment could be salvaged.

About two hours later, McNeill's Battalion appeared after a brief encounter with some Kurita *Slayers*. No word came from Seymour's Battalion. Scouting parties reported an intense firefight 150 kilometers east of the RBG. The firing lasted 20 minutes, then it trailed off and stopped.

No reliable reports on the destruction of Seymour's Battalion exist. Kurita records are frustratingly sparse, and none of Seymour's MechWarriors survived.

Finnegan contacted me via subspace radio an hour later. He explained his troops' condition and asked to withdraw. I told him I needed his men to buy us time. He asked for reinforcements, and I said I would try. How could I tell him the Draconis Combine sacrificed air superior-

ity everywhere else to dominate his sector? Already the smoldering hulk of one *Union Class DropShip*, the *Behemoth*, circled in a decaying orbit. I ordered him to hold until relieved, to block any Kurita advance, and to hang on.

By late morning, the 17th Benjamin Regular 'Mechs discovered Finnegan's position. Exhausted and low on supplies, the 17th did not attack immediately. Instead, Yoriyoshi called upon General Samsonov to use one of the Amphigean mercenary regiments to continue the attack. The request was a rare example of Kurita unity during this campaign. Samsonov realized that the 17th was spent as a fighting force and could collapse if it attempted an attack. He sacrificed this opportunity to humiliate and perhaps destroy his opponent Yoriyoshi in order to bring home the attack. If the Draconians had cooperated like that throughout the campaign, I would not be here to tell this story.

One battalion of General Satterthwaite's Amphigeans landed on top of Finnegan's position. Another dropped slightly to the west, and a third dropped farther out to block any land reinforcements. The Amphigean drop turned into a turbulent, twisting jumble of individual firefights. Well-placed indirect-fire lances eliminated several Amphigean 'Mechs before they hit the ground, but others soon followed. A few minutes later two battalions rammed the Davion positions. Even the 17th Benjamin, lurking off to the east, scraped together a company to throw into the battle.

Finnegan desperately tried to keep his lances together during the ferocious attack. He leapt from position to position, rallying disrupted lances and giving away his own ammunition. During one leap, his *Centurion* received hits from three different positions. In a blossom of orange and gold fire, the 'Mech tumbled end over end, disintegrating before his men's eyes.

Finnegan's death broke the Davion morale, and individual 'Mechs fled the field. Colonel McNeill tried to stop the rout until his *Trebuchet* overheated. (McNeill was captured and later released in a prisoner exchange before the end of the Galator Campaign.



THE AMPHIGEANS ADVANCE

The elaborate deceit created in Changlee Pass now paid off handsomely. The Draconians thought the Vegan Rangers were thousands of kilometers to the south. In fact, we were a few hundred miles away and straight up.

The Kurita breakthrough required all units, no matter how depleted, to support the advance. The 5th Galedon Regulars engaged Lieutenant General Tallman's Bremond regiment. The 17th Benjamin limped into battle on the far right flank of the leading Amphigeans. Most important, the 2nd Amphigean landed and took up the left flank of the advance. General Samsonov had used up his last orbital reserves.

Roaring through the center, the 1st Amphigean Group pushed forward the rest of that summer afternoon. With four hours of sunlight left, the lead battalion came within a hundred miles of the Star League depot. At that moment, I knew the 12th Vegan Rangers had to attack.

The 17th Benjamin could not keep up with the breakneck speed of the advance. To cover its right flank, the 1st Amphigean detached most of its light 'Mechs. Meanwhile, the 2nd Amphigean scattered over

a thousand kilometers of rolling hills trying to remain in formation and keep up with the 1st Amphigean's rapid advance. As a result, two battalions of the 1st Amphigean were isolated in enemy territory far from air and artillery support and dangerously close to ours. They were ripe for isolation and destruction.

I landed with two battalions that afternoon (Johnston's depleted force stayed in orbit as a reserve). Supporting the move was all the artillery and air support I could muster. Many of our DropShips were left exposed, but I had to take the chance.

As our DropShips descended on Galtor, a red light blinked on my emergency board. Someone was attacking the Star League storehouse!

I had forgotten about the Sword of Light battalion. It took only minutes for the elite battalion to overwhelm the scant guard at the storehouse. Then they dug in and waited for our counterattack.

For a moment, I thought about retreating offplanet. The loss of the storehouse removed any official reason to remain in the face of overwhelming odds. However, we stayed. We were on this planet to fight Kurita, not to defend a pile of parts.

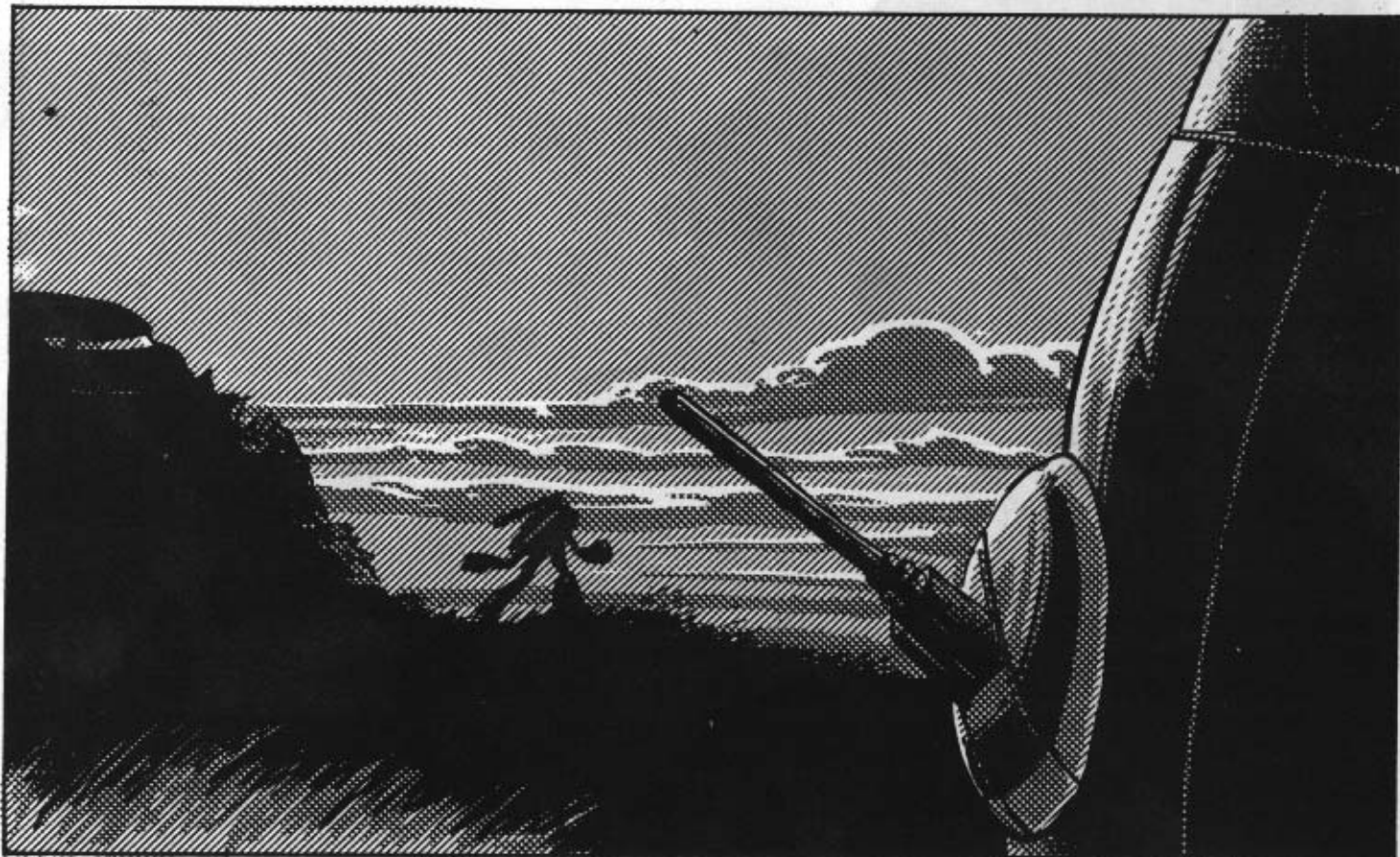
DAVION COUNTERATTACKS

When mercenary fights mercenary, many commanders observe certain forms of etiquette and custom—for example, the white glove that an attacker delivers a minute or two before battle, or the quaint custom of allowing mercenary commanders to fight each other unmolested.

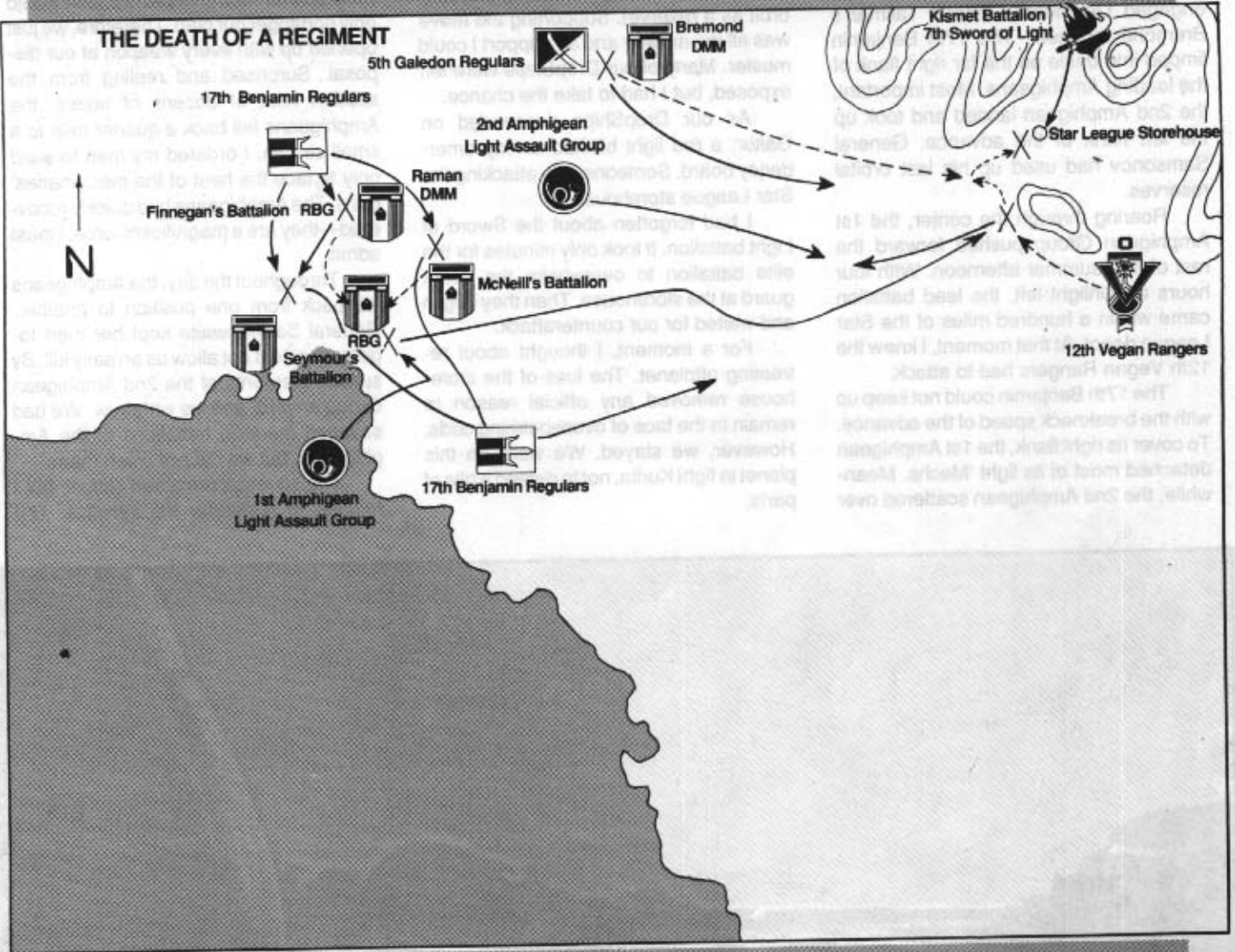
As the Amphigeans approached, I realized that such civilized repartee would only endanger our plan. Therefore, we just opened up with every weapon at our disposal. Surprised and reeling from the sudden heat of dozens of lasers, the Amphigeans fell back a quarter mile to a small stream. I ordered my men forward only to face the heat of the mercenaries' guns. The Amphigeans had quickly recovered—they are a magnificent force, I must admit.

Throughout the day, the Amphigeans fell back from one position to another. General Satterthwaite kept her men together and did not allow us an easy kill. By sunset, elements of the 2nd Amphigean Group arrived, and we withdrew. We had savaged the lead battalions of the Amphigeans, but we did not crush them.

The situation remained critical, but I refused to surrender the initiative. The



THE DEATH OF A REGIMENT



failure of the Amphigeans to take the storehouse meant that the Sword of Light was isolated. During the night, I collected some companies, pulled Jenkins's Battalion from Lieutenant General Tallman, and seasoned the force with my last reserve battalion (Johnston's). This rag-tag regiment would launch a night attack against the elite Kurita defenders. Technically, we had a three-to-one superiority of men and 'Mechs. I was not confident that we would prevail.

I appointed Lieutenant General Tallman commander of the taskforce precisely because she seemed capable of doing anything. A few minutes after dusk, the attack began with an artillery barrage. Tallman wanted to remind the Kurita dogs that they were cut off and we could toy with them as we liked.

Then, she charged the perimeter of the storehouse from two separate points. Savage battles erupted across the front as the Sword of Light threw everything they had into the defense. Overhead, our fighters dropped flares and hovering searchlights to pinpoint Kurita positions. The Kurita battalion responded by blasting six *Sparrowhawk* fighters out of the sky.

By sheer dint of determination, Tallman slowly pushed the perimeter back. Stalking each other amid the smoke, haze and darkness, MechWarriors fought with a kind of eerie cold fury. The advance

proceeded through the gloom silently, punctuated by a series of sudden, terrifying surges of light, noise, and explosions.

By dawn, the surviving defenders had retreated to the storehouse and threatened to blow up the base. General Tallman took their vow seriously, but she agreed to a plan devised by Colonel Jenkins.

A back entrance, seemingly unknown to the Sword of Light, allowed Jenkins and his lance to enter the storehouse undetected. In unison with a diversionary attack outside, the Davion 'Mechs surprised the defenders, taking control of the detonation device. Outside, Tallman's troops rushed the storehouse. It took them only three minutes to blow the doors and reach the fight, but Colonel Jenkins and the three other MechWarriors were already dead.

The destruction of the Sword of Light battalion seemed to sap the fighting spirit from General Samsonov. Instead of attacking, he retreated and regrouped. Less than twelve hours later, the first elements of the Robinson and Clovis DMMs arrived in orbit. The Draconis Combine had lost its chance for victory.

Soon after the arrival of these reinforcements, I was relieved of command, and my regiment rotated to Verde for some needed rest and refit.

PHASE THREE

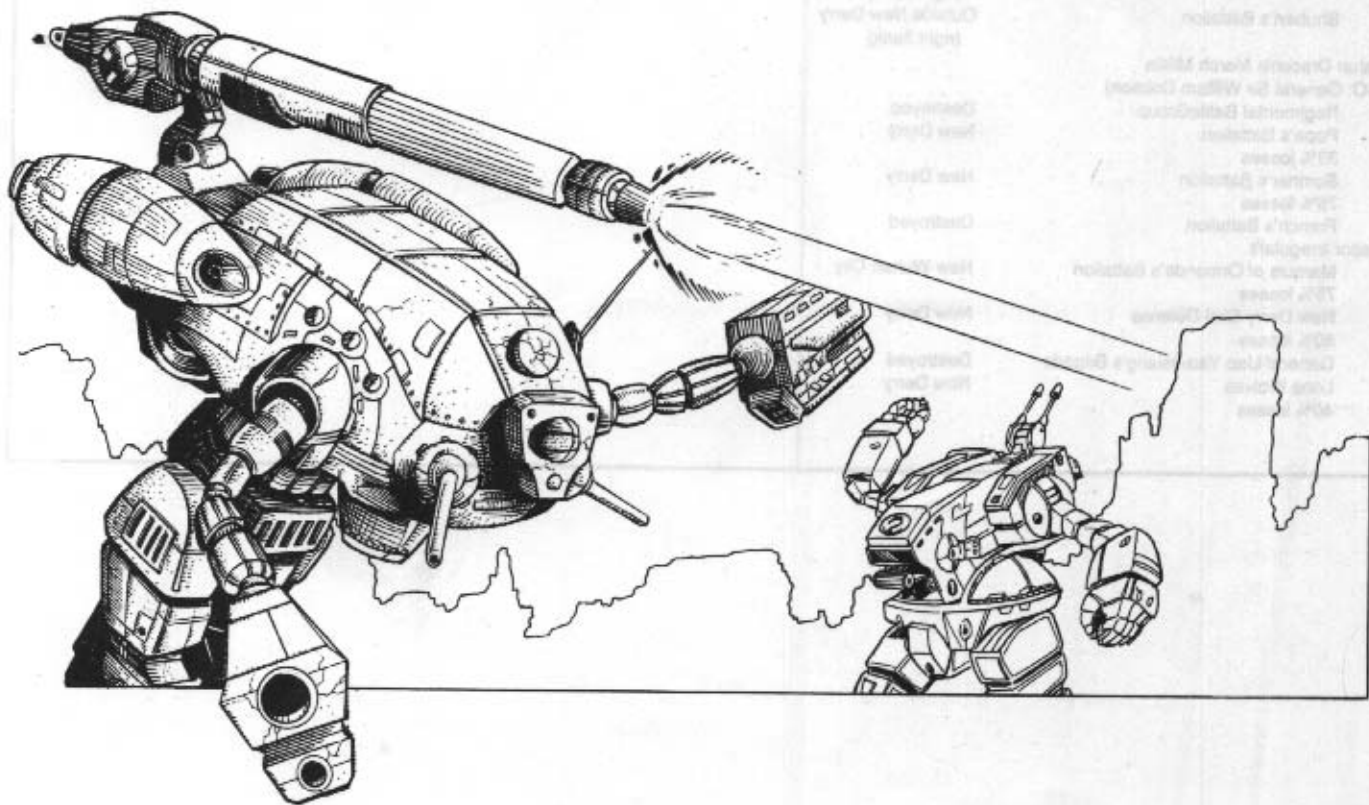
—by Governor Skyles O'Hanlon

No one expected the Galtor campaign to enter a third phase. By all rights, the Federated Suns had won a marginal victory. They had survived the Draconis Combine onslaught, caused grievous casualties, and broken through the planetary blockade. By early harvest, both sides fielded roughly equal forces, and the strategic situation began to stabilize. According to personal letters, MechWarriors on both sides seemed certain of a quick end to hostilities.

When the Robinson and Clovis Draconis March Militia regiments arrived, General Andrew Cunningham, district commander of the Draconis March, took command of the Davion forces on Galtor III. Margrave Sheridan Douglass and the survivors of the 12th Vegan Ranger's Alpha Regiment rotated out to Verde.

Although Cunningham had proved himself an able administrator, he had no experience directing a full-scale campaign. In fact, his combat experience consisted of only a short stay with the air lances of the 1st Davion Guards.

His quiet and dignified style of command also came as a great change to the brash, foul-mouthed, cigar-smoking Mar-



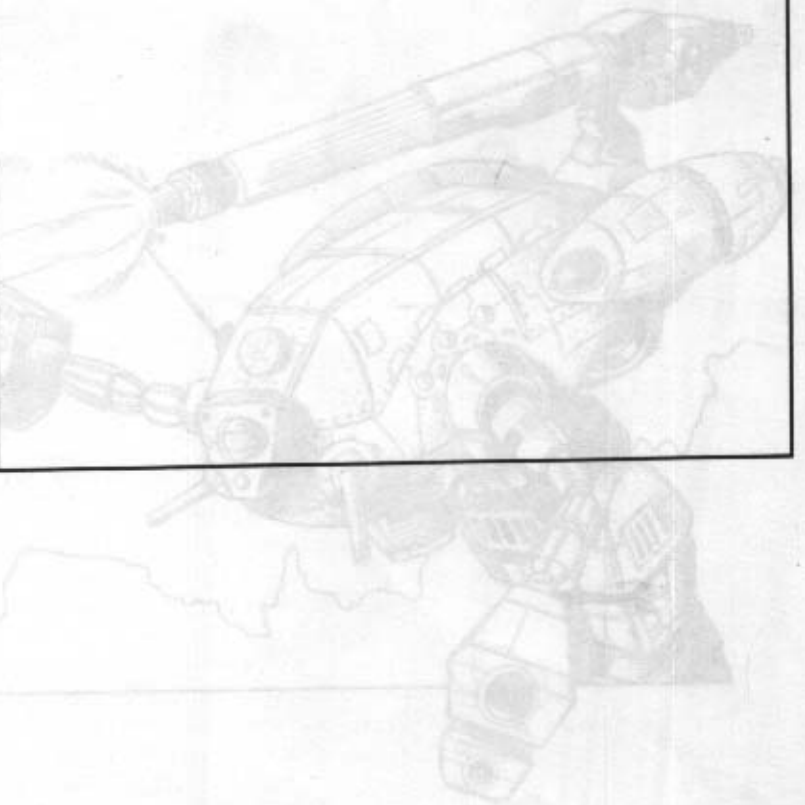
PHASE THREE UNITS

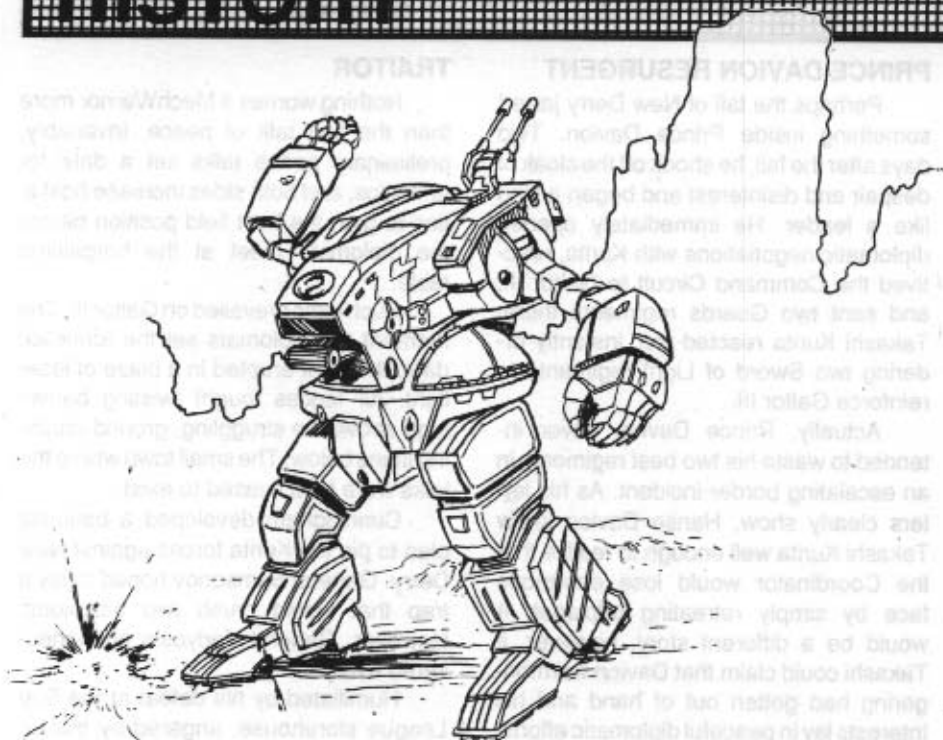
HOUSE DAVION

Unit	Location
4th Crucis Lancers (CO: Major General Charles Duncan) Regimental BattleGroup	Wagnall Plain (Left flank)
Louis-Phillippe's Battalion	Wagnall Plain (Left flank)
Alexandre's Battalion	Wagnall Plain (Left Flank)
Lebrun's Battalion	Wagnall Plain (Left Flank)
Bremond Draconis March Militia (CO: Lieutenant General Mary Tallman) Regimental BattleGroup	Wagnall Plain (Left flank)
Jenkins's Battalion	Wagnall Plain (Left flank)
45% losses	
Spazia's Battalion	Wagnall Plain (Left flank)
10% losses	
Marti's Battalion	Wagnall Plain (Left flank)
Clovis Draconis March Militia (CO: Major General Clement VIII) Regimental BattleGroup	Wagnall Plain (center)
Rymill's Battalion	Wagnall Plain (center)
Ellsworth's Battalion	Wagnall Plain (center)
Darlington's Battalion	Wagnall Plain (center)
Robinson Draconis March Militia (CO: General V.E. Fuchs) Preminger's Battalion	Outside New Derry (right flank)
Schneider's Battalion	Outside New Derry (right flank)
Shubert's Battalion	Outside New Derry (right flank)
Dahar Draconis March Militia (CO: General Sir William Dobson) Regimental BattleGroup	Destroyed New Derry
Pope's Battalion	
33% losses	
Sumner's Battalion	New Derry
76% losses	
French's Battalion	Destroyed
Galtor Irregulars	
Marquis of Ormonde's Battalion	New Wuhan City
75% losses	
New Derry Civil Defense	New Derry
80% losses	
General Liao Yao-hsiang's Brigade	Destroyed
Lone Wolves	New Derry
40% losses	

HOUSE KURITA

Unit	Location
2nd Galedon Regulars (CO: General Lavrenti Komilov) Regimental BattleGroup	Overlord DropShip <i>Dostoyevsky</i> (in orbit)
Kutuzov's Battalion	Overlord DropShip <i>Dostoyevsky</i> (in orbit)
Georgi's Battalion	Overlord DropShip <i>Sholokhov</i> (in orbit)
Ehrenburg's Battalion	Overlord DropShip <i>Bialistock</i> (in orbit)
8th Galedon Regulars (CO: Brigadier General Victor Nicholas) Regimental BattleGroup	New Derry New Derry
De Montcalm's Battalion	
35% losses	
Morgan's Battalion	New Derry
25% losses	
Gates's Battalion	New Derry
15%	
2nd Amphigean Light Assault (CO: Brigadier General Karl Gramenov) Regimental BattleGroup	Wagnall Plain
Ophiuchus's Battalion	Wagnall Plain
Pollux's Battalion	Wagnall Plain
Themistocles' Battalion	Wagnall Plain





grave Douglass. Cunningham further distanced himself from Douglass's image by landing on Galtor III without his personal BattleMech. He directed the entire campaign from inside a mobile headquarters truck.

Cunningham's first priority was the relief of New Derry. In the smoking remains of the city, the Dahar March Militia regiment and the remains of many native units were subsisting on the meager supplies snuck in by intermittent DropShips. General Samsonov kept a death grip on the city.

It would not be easy to relieve New Derry. Technically, the city lay thousands of miles behind enemy lines. The Kurita front stretched from Changlee in the south to Middle Way Pass to New Wuhan City.

Furthermore, seven Draconis Combine regiments faced four Davion regiments, one of which was understrength, unsupplied, and surrounded. Yet, the Draconis Combine generals realized that they teetered on the brink of disaster.

Stretched over thousands of miles, the Kurita forces were weak everywhere. Compressed into a powerful three-regiment force, the Davion troops could strike anywhere on the continent and overwhelm any single position. It became General Samsonov's first priority to retreat and consolidate his forces.

In a bold move, Kurita DropShips landed in the narrow Changlee Pass and quickly embarked the 6th Benjamin Regulars. That same night, two Kurita regi-

ments retreated from New Wuhan City while another column wound through the bottleneck of the Middle Way Pass. By morning, five regiments were east of the mountain passes, and one orbited the planet. General Samsonov had completed a masterful withdrawal.

District Commander Cunningham moved quickly upon hearing of the Kurita retreat. The Robinson and Bremond DMM regiments immediately struck the Kurita battalion left in Middle Way Pass. The Draconians stood their ground, and the two regiments exhausted themselves clearing the mountain pass. The Clovis DMM rushed forward to liberate New Wuhan City, while one battalion dropped into Wuhan Pass. After five hours of harsh mountain fighting, the Draconians repulsed the attack and frustrated Cunningham's attempt to cut the Kurita forces off from their main base.

Success allowed the Draconis Combine to rotate out their understrength units. General Yoriyoshi quickly gathered up the survivors of the hard-hit 17th Benjamin Regulars for immediate lift-off. The DropShips never came. Instead, Samsonov selected his own 5th Galedon Regulars for the first lift off (however, the Warlord and his headquarters unit remained at the planet). Then, Samsonov explained to Yoriyoshi, the contract for the 1st Amphigeian Group stipulated that they be rotated offplanet next. By this time, Yoriyoshi smelled a rat. His depleted regiment was to be ground into nothing. It

particularly stung that Samsonov allowed a mercenary unit to rotate out before a loyal house regiment.

As the Kurita line contracted, pressure grew on New Derry. Daily bombing and strafing runs pounded the city. Kurita local air superiority cut off even the hope of resupply and reinforcement. Once again, the MechWarriors inside New Derry faced isolation.

FALL OF NEW DERRY

The final hours for New Derry came unexpectedly. Kurita spies within the besieged city discovered a large drainage tunnel, uncovered in the previous week's bombing, running underneath a strong Davion position and into the heart of the city. It was a perfect attack route.

Early the next morning, DropShips entered the lower atmosphere and dropped thousands of small incendiaries. The city exploded into flame and the temperature rose drastically. Whole streets became sheets of fire, trapping MechWarrior and citizen alike.

Without a minute's hesitation, General Samsonov ordered the 2nd Amphigeian Group and the 8th Galedon Regulars into the conflagration. The Amphigeians exited the sewer tunnel in the middle of the city, and, blasting everything in their path, rushed headlong toward Elliot Park, still the headquarters for Sir William Dobson. There, a rag-tag collection of spent Davion units waited for them.

When the first scout 'Mechs of Pollux's Battalion, 2nd Amphigeian, registered on radar, Sir Dobson held his fire. He now occupied a captured *Awesome* BattleMech whose leg actuators were frozen in mid-stride. Right behind the scouts, Pollux's assault 'Mechs lumbered into range. Still, Sir Dobson waited patiently. The smoke and rubble effectively hid his scattered units.

Finally, Lieutenant Colonel Pollux's own dull-orange *Thunderbolt* emerged from a smoking building. Sir Dobson swung round all three Kreuss particle cannons of his *Awesome* and blasted the BattleMech. All along the line, Davion BattleMechs, many immobilized or stripped of armor, loosed a holocaust of fire and explosion against Pollux's assault company. Discipline collapsed under the furious attack, and the Company fled. Other companies, however, did not crack. They calmly called for AeroSpace Fighter support, which made short work of the Davion defenders.

The Amphigeans followed up the air strike with a concentrated attack on Sir Dobson's laser-streaked BattleMech. The general refused to leave the vehicle, even after his main particle cannon jammed. Dobson withstood blast after blast, until finally, his machine exploded.

Throughout the day, the Davion forces continued to resist. However, the firestorm and lack of central command shattered an already fragile defense. At dusk, small groups of defenders drifted out of the city toward the Davion line; only a few 'Mechs made it. The Lone Wolves surprised everyone by uncovering three DropShips carefully hidden near the air base. Cramping on as many 'Mechs as possible, the DropShips roared through the Kurita blockade, guns blazing at everything that moved.

The abrupt Lone Wolf departure left the air base intact for the Draconians. The 8th Galedon Regulars seized thousands of gallons of aviation fluid, coolant, and lubricant. Electronic equipment, navigation gear, and other spare parts also fell into Kurita hands.

Sporadic sniping continued during the night as the Amphigeans eliminated pockets of resistance. Soon, a deathly quiet fell over the smoldering rubble.

PRINCE DAVION RESURGENT

Perhaps the fall of New Derry jarred something inside Prince Davion. Two days after the fall, he shook off the cloak of despair and disinterest and began acting like a leader. He immediately opened diplomatic negotiations with Kurita, reactivated the Command Circuit to Galtor III, and sent two Guards regiments there. Takashi Kurita reacted too, instantly ordering two Sword of Light regiments to reinforce Galtor III.

Actually, Prince Davion never intended to waste his two best regiments in an escalating border incident. As his letters clearly show, Hanse Davion knew Takashi Kurita well enough to realize that the Coordinator would lose enormous face by simply retreating offplanet. It would be a different story, however, if Takashi could claim that Davion warmongering had gotten out of hand and his interests lay in peaceful diplomatic efforts.

Meanwhile, the Galtor Campaign ground to a halt. Both sides stared at each other across the Wagnall Plain, too exhausted to fight. Kurita and Davion diplomats met in a small town in between the two forces. Their first accomplishment came quickly; in two weeks' time, a cease fire would be declared.

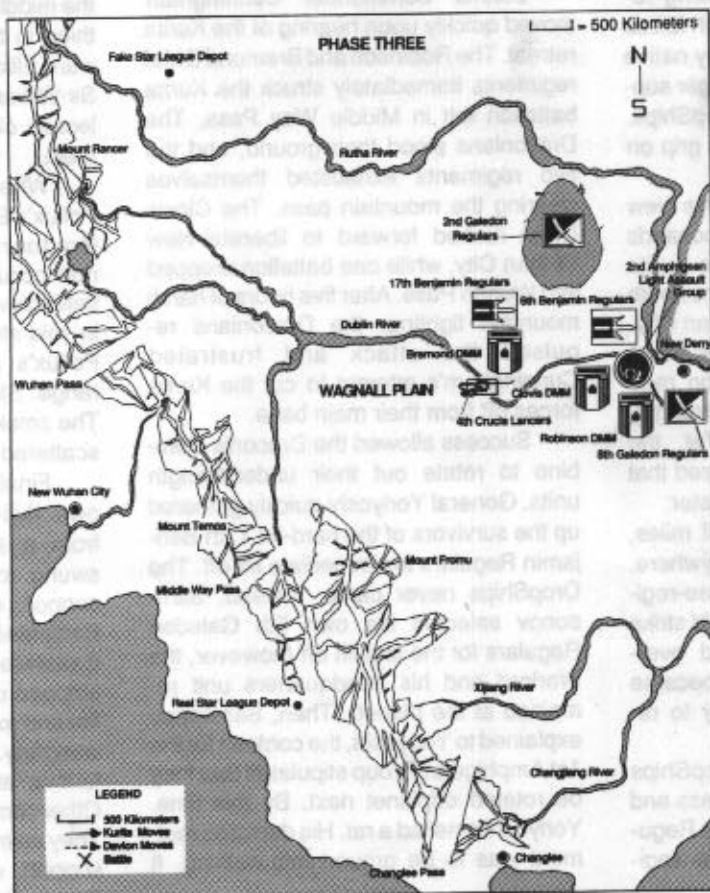
TRAITOR

Nothing worries a MechWarrior more than the first talk of peace. Invariably, preliminary peace talks set a date for armistice, and both sides increase hostilities to gain the best field position before the diplomats meet at the bargaining table.

Such logic prevailed on Galtor III. The moment the diplomats set the armistice date, the front erupted in a blaze of laser light. Air lances fought twisting battles high above the struggling, ground-crushing titans below. The small town where the talks were held ceased to exist.

Cunningham developed a beautiful plan to pin the Kurita forces against New Derry. General Samsonov hoped to lay a trap that would crush two battalions. However, General Yoriyoshi outmaneuvered everyone.

Humiliated by his defeat at the Star League storehouse, angered by the refusal of General Samsonov to pull out his regiment, and unable to contact Takashi Kurita, Yoriyoshi conceived a brilliant plan to crush the Galedon military power on Galtor III. Two regiments of the Benjamin Regulars, the shattered 17th and the green 6th, guarded the right flank of the Kurita position. In the center lay the 2nd



Amphigean Group. On the left, Nicholas's hard-fighting 8th Galedon Regulars held New Derry. A new Galedon force, the 2nd Galedon Regulars, floated above the battlefield as an orbital reserve.

The Benjamin District commander correctly guessed Andrew Cunningham's intentions. He knew that the 4th Crucis Lancers, now floating overhead, would be used to flank the city. Yoriyoshi conferred with General Samsonov and placed in him the seed of a trap. The Benjamin Regulars would lift off into orbit, and when the Davion units attacked, they would drop behind the two lead regiments. At the same time, the Amphigeans would strike the attackers in the flank, and the 2nd Galedon Regulars would drop on top of the lead regiments.

As planned, Yoriyoshi secretly withdrew almost his entire force into the DropShips under his command. Barely one 'Mech in 20 stayed behind. All radio traffic was forbidden, except for the chatter deliberately created by Yoriyoshi's Techs to fool the Davion District Commander.

When the date of armistice arrived, Yoriyoshi gave his orders—however, they were not the orders anyone expected. The DropShips turned around and left the system for the Galtor jump point. As the Davion forces poured through the non-existent left flank, the Benjamin Regulars dwindled to a dot on a radar screen in front of General Samsonov's disbelieving eyes.

DISASTER

District Commander Cunningham did not believe it either. The Bremond DMM, assigned to smash through the Benjamin Regulars, found only empty ground. To their right, the 4th Crucis Lancers reported the same eerie silence.

The 2nd Galedon Regulars dropped as planned. Without a force to flank the 4th Crucis and Clovis regiments, however, the first assault battalion was pummeled. The second battalion dropped wide and retreated toward Samsonov's headquarters. Before it dropped, the third battalion received the order to abort.

The 2nd Amphigean Group did not fare much better. Brigadier General Karl Gramenov struck the flank of 4th Crucis Lancers only to be flanked by the Clovis Regiment. The Clovis DMM and the 4th Crucis Lancers bottled up the Amphigeans, and began destroying them 'Mech by Mech. The Bremond regiment raced behind the crumbling Kurita line straight for General Samsonov's headquarters. If General Tallman could destroy the DropShips stationed there, two and a half regiments would be trapped on the ground.

General Samsonov's headquarters guard consisted of a single battalion from the 2nd Galedon Regulars and some non-'Mech support units. He personally positioned this force in a river valley barely ten miles from his headquarters. With no reinforcements, Samsonov ordered the Am-

phigeans and 8th Galedon Regulars (fighting the Robinson DMM) to withdraw toward New Derry to await transport off-planet.

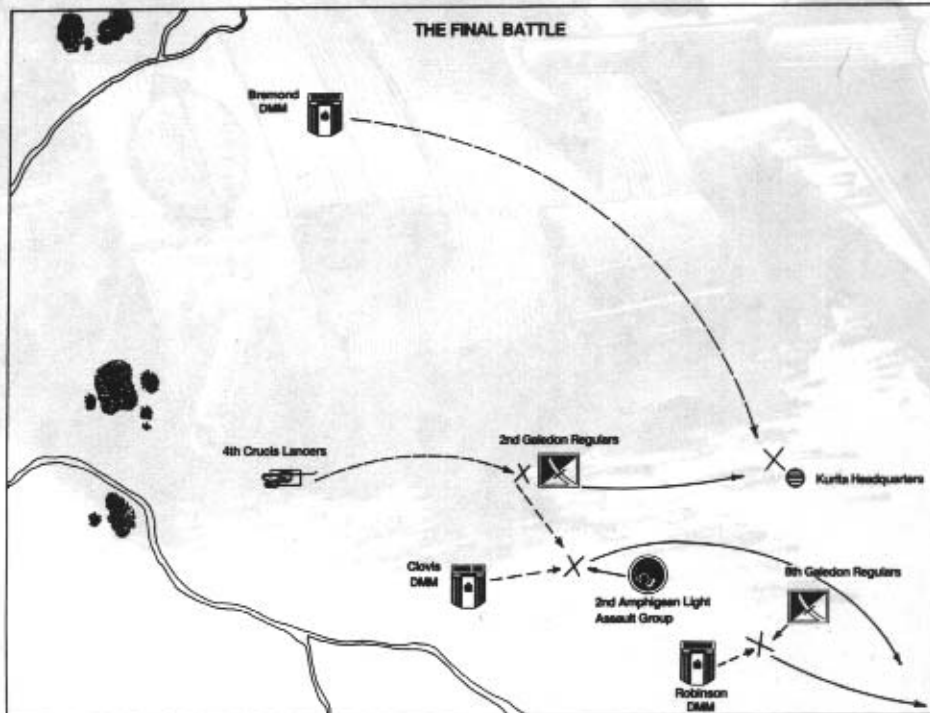
Overcome with confidence, General Tallman recklessly flung her command against the Kurita line. The brave young men and women of the 2nd Galedon battalion easily repulsed this hasty attack. Colonel Tyre Georgi leaped from fire position to fire position in his steel-gray *Cicada*, directing the efforts of his soldiers.

On other fronts, Kurita commanders fought against the panic that seized their troops. Though trapped by the 4th Crucis Lancers and Clovis Regiment, Gramenov saved his Amphigeans from total destruction by punching a hole through the Davion line and rendezvousing with their DropShips near New Derry. The ruins of New Derry gave the 8th Galedon perfect cover for a withdrawal.

By afternoon, the first Kurita DropShips lifted off. The Bremond DMM, reinforced with Simon's Battalion of the 4th Crucis Lancers, pressed hard on the dwindling Kurita defenders, but the Draconians held back the Davion tidal wave.

Lieutenant General Tallman acted fast. She brought her bright red and yellow *Thunderbolt* to the crest of an exposed hill and pointed at the plumes of black smoke floating on the horizon.

"MechWarriors," she cried, "There is the Kurita camp. They are burning your spoils. Denying your rights! Will you let them win?"



Emboldened by her words, the Davion forces pushed forward. The Draconians gave ground, and soon the defense fell apart. However, one section of the front stood its ground. General Samsonov's personal assault lance stood in a circle and blasted every Davion 'Mech foolish enough to get in range. The General's own red and green *Atlas* poured out streams of death from its lasers and Class 20 Autocannon.

This lance alone almost stopped the Davion attack; a dozen Davion 'Mechs lay burning around the giant assault vehicles. However, Samsonov did not want to die a glorious, honorable death. During a lull in the shooting, a *Leopard* Class DropShip landed near the General, boarded his *Atlas* and one other surviving 'Mech, and took off. The few remaining Kurita 'Mechs surrendered.

District Commander Cunningham would not believe that the Draconians were ripe for destruction. The more it seemed like a Davion crushing victory, the more he worried. Therefore, when the first scouts reported that they were within visual range of the Kurita base, Cunningham ordered all advance stopped. Although Lieutenant General Tallman and the other commanders protested, Cunningham stood firm. For eight precious hours, while Kurita DropShips lifted off one after another, the Davion forces waited just out of artillery range. The campaign was over.

AFTERMATH

Surprisingly, General Yoriyoshi lived after his betrayal on Galtor III. Takashi Kurita did not want to lose a commander who fought so well. After a session with the Assembly of the Grand Inquisitor, Yoriyoshi transferred to the court in Luthien, accompanied by his entire family.

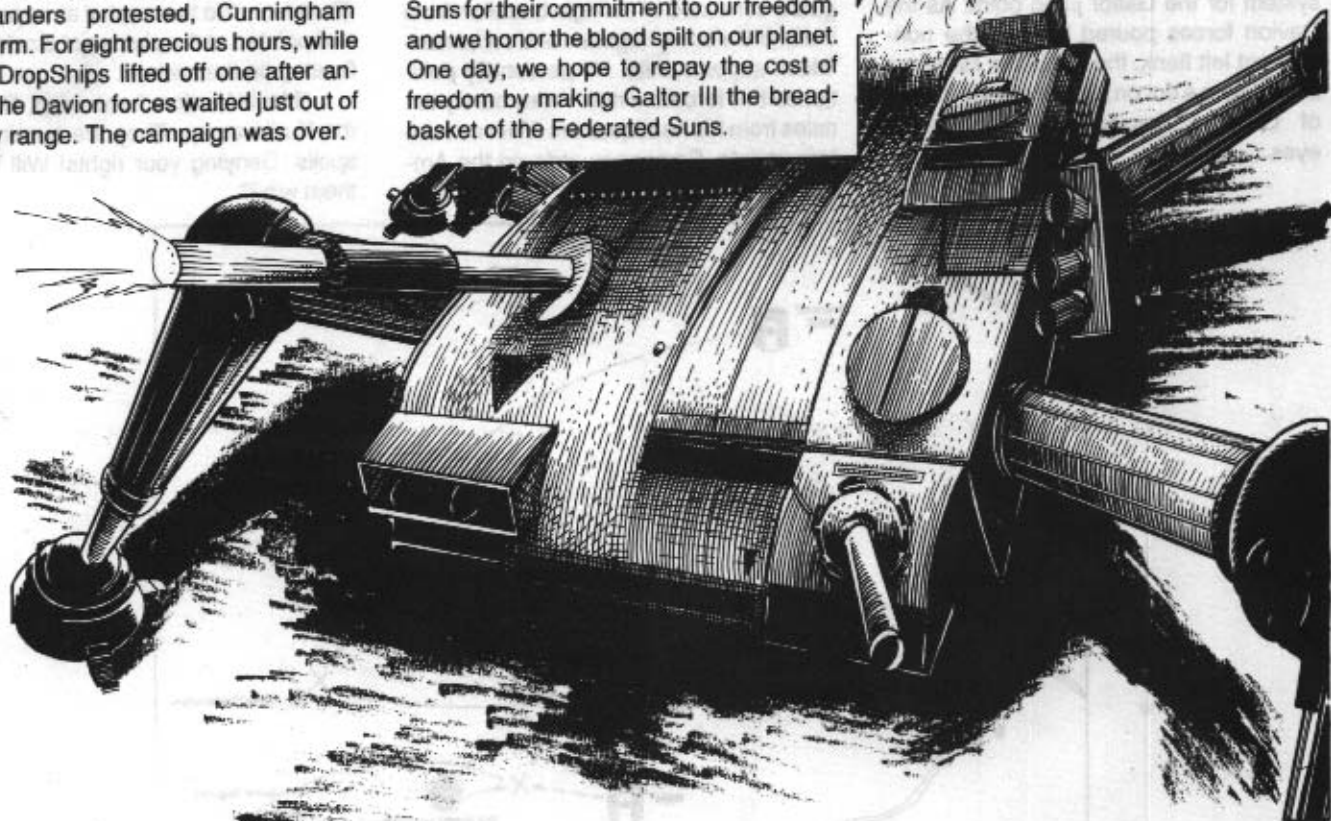
District Commander Cunningham returned to the central government. Hanse Davion apparently considered him more effective as an administrator in some less active area.

General Samsonov still reigns as Warlord of the Galedon Military District. After the battle, he offered to commit *seppuku* (ritual suicide) for his failure to destroy the enemy. In a great show of compassion, the Coordinator stayed his hand. The event was broadcast to a thousand planets across the galaxy.

Margrave Sheridan Douglass once again refused a commission in the regular army. His heroic exploits on Galtor were widely serialized in video and print media.

Galtor III still rests uneasily on the border of a hostile nation. Its people suffered greatly during the war, but they are rebuilding their world even as I write.

We on Galtor III salute the Federated Suns for their commitment to our freedom, and we honor the blood spilt on our planet. One day, we hope to repay the cost of freedom by making Galtor III the breadbasket of the Federated Suns.



No record of the Galtor Campaign could be complete without a list of regiments involved in the fighting. Each regiment listed below has been broken down into component lances or platoons and lists special equipment, the unit's quality (from elite to green), and each lance's **BattleForce** strength values. Also included in this chapter are brief histories of each regiment and their approximate losses.

BATTLEFORCE NOTATIONS

Presented in **BattleForce** value notation, the following statistics are based on historical research of available personnel and equipment and hundreds of hours of computer simulation.

Unless noted otherwise, all units are 'Mech units. The number after the letter refers to the strength of the unit. This **BattleForce** notation standardizes and categorizes the thousands of 'Mech statistic variables. The letters after the strength are the unit's fighting status, and after that is the unit's cost.



LEGEND

Units

- L1-L4 Light 'Mech
- M1-M6 Medium 'Mech
- H1-H5 Heavy 'Mech
- A1-A3 Assault 'Mechs

V = vehicle

- V1 Truck
- V2 Armored Truck
- V3 Heavy Tracked
- V4 Heavy Tracked
- V5 Medium Tracked
- V6 Hover
- V7 Light Tracked
- V8 Wheeled Scout

I = infantry

- I1 Regular
- I2 Heavy
- I3 Motorized
- I4 Jump

* = Air Unit

- *H Heavy
- *M Medium
- *L Light

Ar = Artillery

- Ar1 Light Artillery
- Ar2 Heavy Artillery

Fighting Status

- Green GR
- Regular RG
- Veteran VT
- Elite EL

Other Abbreviations

- B30, B15: Unit (usually an air unit) is equipped with bombs of the noted strength
- ECM: Unit is equipped with Electronic Counter Measures
- ESR: Unit has equipment to enhance its ESR detection range
- Extra 'Mech: Unit possesses an additional 'Mech
- Jump: A normally non-jump unit is fitted with jump jets
- +2Fp: A lance has upgraded its firepower by two
- +2Arm: A lance has upgraded its armor by two
- AEP: This unit (usually a recon unit) has Active Electronic Probes

DAHAR DRACONIS MARCH MILITIA



Commander: General Sir William Dobson
Primary Mission: Sector Defense
Strength: 108% listed
Standard fighting rating: Regular, Medium
Losses: 95.333%
BattleForce Value: 538 points

Raised on the desert planet Dahar IV, the tough, seasoned soldiers of the Dahar Draconis March Militia looked forward to defending the Galtor front. Ironically, many MechWarriors considered the tour easy after the constant skirmishing with Kurita forces on the worlds Elidere IV, Cassias, and Barlow's Folly.

Although most of the Dahar DMM 'Mechs and MechWarriors perished during the siege of New Derry, many Techs and Aero-Space Fighter Pilots survived. Presently, they are a cadre for a new regiment recruiting on Dahar IV.

The new regiment consists of the same type of people that comprised the old regiment: the weathered miners and prospectors who work the dusty silicon and bauxite mines on Dahar IV. There, the miners learn to work with sophisticated dredging, refining, and drilling machines that rival BattleMechs in complexity and power.

Twenty years ago, during the single Kurita raid on the planet, a company of miners defended their stake using the 40-foot-tall Brooks Incorporated Three-Man Digging Machines. The giant machines were fast enough to rush the Kurita 'Mechs and agile enough to dodge most of the laser and missile fire.

Operating such machines makes it easy for the miners to learn the mysteries of the BattleMech. After a few seasons of using the Digging Machines under the hot suns of Dahar, many men look for an easier life in the military training camps that dot the world.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 H4-EL-(23)
 A1-EL-(23)
 Total Cost: 50

Thomas's Air Squadron

*M2-RG-(15)
 *L1-RG-(6)
 *H1-RG-(14)
 Total Cost: 35

Pope's Battalion

Battalion Headquarters	M3-RG-(14)	
Horshaw's Company	O'Malley's Company	Garcia's Company
A2-VT-(25)	L1-RG-(8)	M3-RG-(14)
H2-RG-(18)	M1-RG-(18)	M3-RG-(14)
M2-VT-(17)	M1-VT-(18)	M5-VT-(8)
Total Cost: 154		

Sumner's Battalion

Battalion Headquarters	M4-VT-(10)	
Custer's Company	Burn's Company	Bean's Company
A3-RG-(20)	M2-RG-(17)	L3-GR-(6)ESR
M6-RG-(16)	M5-RG-(8)ESR	L3-GR-(6)ESR
H4-GR-(23)	M5-RG-(8)ESR	L2-GR-(5)ESR
Total Cost: 134		

French's Battalion

Battalion Headquarters	M1-VT-(18)	
Donna's Medium Company	Engelmann's Fire Company	Ross's Light Company
M4-GR-(10)	H2-VT-(16)	L3-RG-(6)ESR
M4-GR-(10)	H3-VT-(18)	M6-RG-(16)
M4-GR-(10)	M6-RG-(18)	M6-GR-(8)ESR
Total Cost: 136		

Regimental Total

RBG 50
 Thomas's Air Squadron 35
 Pope's Battalion 154
 Sumner's Battalion 134
 French's Battalion 136
 SUBTOTAL 504
 Experience 34
 TOTAL 538

RAMAN DRACONIS MARCH MILITIA



Commander: Major-General Baden Powell
Primary Mission: Sector Defense
Strength: 99% listed
Standard fight rating: Green, Light
Losses: 92.989%
BattleForce Value: 425 points

Along the Draconis frontier, many worlds cannot raise a full regiment for defense. Therefore, a light regiment, like the Raman DMM, spreads out among them, each battalion assigned to a different world and tenuously linked by Hyperpulse stations and a few JumpShips. The purpose of such battalions is to protect the light industries and agriculture of the frontier from the occasional pirate or rogue mercenary. They were not meant to fight pitched battles, which proved disastrous for the Raman DMM on Galtor III.

The Raman DMM rarely trained together as a full regiment. The battalions' weak discipline was often cited in official inspection tours. Filled with green MechWarriors barely able to control their machines, the companies never fielded more than a lance at one time; the rest lay mothballed in repair facilities. To conserve supplies, General Baden-Powell even forbid the firing of live ammunition during maneuvers.

Considering its handicaps of men and materiel, the unit still performed remarkably well. They unwaveringly faced a concentrated attack by three regiments and caused heavy losses. In particular, its battalion and company officers fought extremely well. None of the officers survived the destruction of the regiment.

The Raman air company had an interesting time on Galtor III. Many pilots flew captured *Sholagar* light fighters identical to Kurita fighters. With electronic counter measures and strict radio silence, Raman DMM pilots could approach quite close to Kurita units without a challenge. Although measured in fractions of a second, the advantage was enough to rack up an impressive kill score for the command.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 H1-VT-(21) Extra 'Mech
 A3-EL-(20) Extra 'Mech
 Total Cost: 64

Holloway's Air Company

*L2-RG-(8)B15
 *L2-RG-(8)B15
 *L2-VT-(8)
 *L1-GR-(6)
 Total Cost: 36

MacNeill's Battalion

Battalion Headquarters H5-VT-(20)
 Haladin's Light Company L3-RG-(6)
 Bereg's Recon Company L2-RG-(5)ESR
 Jeremy's Light Company M5-RG-(8)ESR
 L3-GR-(6)
 L3-GR-(6)
 L3-GR-(6)
 L4-GR-(5)ESR
 M4-GR-(10)
 L1-GR-(8)
 Total Cost: 92

Finnegan's Battalion

Battalion Headquarters M3-VT-(14)
 Turgon's Medium Company M2-RG-(17)
 Eldalle's Light Company L4-RG-(5)
 Ulmo's Recon Company L2-RG-(5)ESR
 M1-VT-(18)
 L3-GR-(6)
 M4-GR-(10)
 L3-GR-(6)
 M3-RG-(14)AEP
 M5-GR-(8)ESR
 Total Cost: 119

Seymour's Battalion

Battalion Headquarters H2-VT-(18)
 Earendil's Light Company L3-RG-(6)
 Holman's Light Company L2-RG-(5)ESR
 Elwing's Fire Company M1-RG-(18)ECM
 L3-GR-(6)
 M5-GR-(8)
 L2-GR-(5)ESR
 L1-GR-(8)ECM
 L1-GR-(8)ECM
 Total Cost: 108

Regimental Total

RBG	64
Holloway's Air Squadron	36
MacNeill's Battalion	92
Finnegan's Battalion	119
Seymour's Battalion	108
SUBTOTAL	419
Experience	6
TOTAL	425

BREMOND DRACONIS MARCH MILITIA



Commander: Lieutenant
General Mary Tallman
Primary Mission: Quick
Response Force
Strength: 105% listed
Standard fighting rating:
Regular, Heavy
Losses: 31.666%
BattleForce Value: 630 points

One of the best generals in the Federated Suns, Lieutenant General Tallman is a ferocious, technically brilliant, and completely uncompromising fighter. She pushes her MechWarriors to heights no other militia unit, or many House regiments, could possibly reach.

The unit gets this strength from Tallman's infectious self-confidence. The daughter of a house Tech employed by the 22nd Avalon Hussars, Tallman grew up around BattleMechs of every shape and size. In her late teens, she built her own Locust BattleMech from spare parts found in the junk heap. Her father forbid her to arm the 'Mech, but Tallman soon became adept at all forms of maneuver. She completed the obstacle course on the 22nd Hussar's main training camp in record time; her record stands to this day.

Tallman enrolled in the NAIS, but found the dreary load of required courses too confining. She was only happy when inside a 'Mech, poking about the innards, revamping the architecture, and redesigning the electronics. The instructors at NAIS would not let her near a 'Mech for the first two years of her study. As the repression was too much for her, she left the NAIS and enlisted with the 22nd Avalon Hussars.

Thirteen years later, Tallman was promoted to company commander in the Hussars. During this time, the 22nd fought three major battles against House Liao and one against Kurita forces. Tallman continually placed herself and her company in the thick of the fighting. Nevertheless, as daughter of a Tech, her chances for promotion were non-existent. She had to leave the regiment she loved.

Militia units are always searching for competent officers. After three years as battalion commander with the Robinson DMM, she was offered her own command with a troubled regiment, the Bremond DMM. When Tallman took over the command, Bremond DMM seethed and boiled like a sulphur lake. Racial disputes had created a schism between the native Bremond citizens and the recruits from other worlds. The day after Tallman arrived, a riot occurred in a town near their base, killing three townspeople. Tallman immediately investigated, found that two of her MechWarriors were to blame, and ordered them hanged.

Slowly, her daily drills and maneuvers began to turn the unit around. If any member of the unit screwed up, the entire regiment would receive punishment. Units that logged less than five hours of atmospheric drop instruction now dropped every weekend.

Four months after Tallman took command of the Bremond DMM, a strong Kurita raiding party broke through the thin Davion perimeter defenses, landed on the industrial world of New Ivaarson, and quickly overpowered the meager garrison. As not a

single house regiment was in position to challenge them, Tallman instantly went into action. Two weeks after the fall of New Ivaarson, her 'Mechs dropped from a hastily requisitioned collection of military and merchant craft. The regiment fought brilliantly, routing the surprised Kurita defenders and liberating the planet with minimal losses. That victory united the squabbling battalions into a single force under a charismatic commander.

Though the men and women of Tallman's regiment love her dearly, many move on to house regiments. A Bremond lance leader could easily lead a company in any house unit, while company and battalion commanders are constantly leaving for high posts in the military. Tallman herself constantly turns down offers for promotion, remaining loyal to her regiment.

BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
V1-RG-(1)
V2-RG-(1)
V2-RG-(1)
A3-EL-(20)
A2-EL-(25)
Total Cost: 49

Hargrave's Air Squadron

*L2-RG-(8)
*M1-RG-(10)
*H2-EL-(24)
Total Cost: 42

Jenkins's Battalion

Battalion Headquarters	M5-RG-(8)	
White's Company	Cratchet's Company	Kelly's Company
A1-EL-(23)	H1-VT-(18)	M3-RG-(14)
A2-VT-(25)	M1-RG-(18)	M4-RG-(10)
H2-VT-(18)	M1-RG-(18)	H3-RG-(16)

Total Cost: 168

Spazia's Battalion

Battalion Headquarters	M4-RG-(10)	
Jones's Company	Mustard's Company	Foley's Company
H1-EL-(18)	L3-VT-(6)ESR	L2-VT-(5)ESR
H4-VT-(23)	L3-RG-(6)ESR	L2-RG-(5)ESR
H5-VT-(20)	L2-RG-(5)ESR	M4-GR-(10)

Total Cost: 123

Martl's Battalion

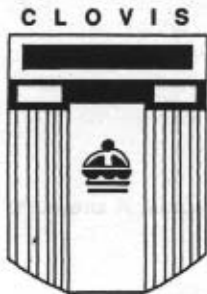
Battalion Headquarters	A3-VT-(20)	
Finkler's Company	Lally's Company	Sipiora's Company
H5-RG-(20)	M4-RG-(10)	H2-GR-(18)
M6-GR-(16)	M4-RG-(10)	H4-RG-(23)
M6-GR-(16)	M4-GR-(10)	H5-RG-(20)

Total Cost: 163

Regimental Total

RBG	49
Hargrave's Air Squadron	42
Jenkins's Battalion	168
Spazia's Battalion	123
Martl's Battalion	163
SUBTOTAL	545
Experience	85
TOTAL	630

CLOVIS DRACONIS MARCH MILITIA



Commander: Major General
Clement VIII
Primary Mission: Planetary
Defense
Strength: 92% listed
Standard fighting rating: Green,
Medium
Losses: 15.542%
BattleForce Value: 493 points

Most of the Clovis DMM's MechWarriors and Techs come from Kentares IV, the site of the worst massacre ever committed in the Human Sphere. During the First Succession War, Jinjiro Kurita ordered his troops to slaughter the citizens of Kentares to avenge the death of his father on the planet. The planet has yet to recover from the loss of 90 percent of its population.

The Clovis DMM ached for a battle with the Draconis Combine. The leaders on New Avalon, however, were terrified that the untried unit would be destroyed. Until the Galtor emergency, the regiment participated only in a single raid on Fellanin III. New Avalon chose that barren, godforsaken world because Takashi Kurita had erected a 100-meter-tall monument to Jinjiro Kurita on a prominent mountaintop.

For three days, the Clovis DMM launched attack after attack against the Kurita 'Mechs holding the mountain passes. The Draconis Combine leaders were convinced that Davion knew about the secret AeroSpace Fighter factory built into the mountain range. However, the Clovis DMM sought a more personal revenge. When they finally broke through the Kurita defenses, the Davion MechWarriors rushed up the mountain toward the statue, ignoring the Kuritas' attempts to evacuate the factory grounds.

When the Davion regiment got around to overrunning the factory, DropShips had already lifted off with most of the usable equipment. The statue was sent in pieces back to Kentares. Jinjiro's desecrated head now rests in Martyr Square amid the rusting, decayed shells of the old capital buildings.

BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
V1-RG-(1)
V2-RG-(1)
V2-RG-(1)
M3-VT-(14)ESR AEP ECM
L3-VT-(6)ESR AEP ECM
Total Cost: 56

Rymills's Battalion

Battalion Headquarters	A1-RG-(23)ECM	
Burke's Company	Manson's Company	Mount's Company
A1-RG-(23)ECM	M1-GR-(18)	L3-GR-(6)ESR
H4-RG-(23)ECM	M1-GR-(18)	L3-GR-(6)ESR
H2-RG-(16)ECM	L1-RG-(8)	M4-RG-(10)ESR
Total Cost: 172		

Ellsworth's Battalion

Battalion Headquarters	M3-VT-(14)	
Stanley's Company	Peter's Company	Lill's Company
A3-VT-(20)	M3-GR-(14)	M5-GR-(8)ESR
H3-RG-(16)	M3-GR-(14)	M5-GR-(8)ESR
H5-RG-(20)	M5-GR-(8)	M4-GR-(10)ESR
Total Cost: 141		

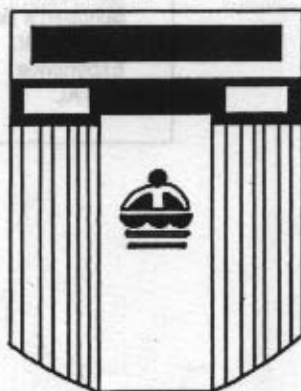
Darlington's Battalion

Battalion Headquarters	M4-VT-(10)	
Watt's Company	Bauer's Company	Lawrence's Company
H5-GR-(20)	M6-RG-(16)	L3-GR-(6)ESR
M2-RG-(17)	M3-GR-(14)	L2-GR-(5)ESR
M2-RG-(17)	M6-RG-(16)	L2-GR-(5)ESR
Total Costs: 135		

Regimental Total

RBG	56
Rymills's Battalion	172
Ellsworth's Battalion	141
Darlington's Battalion	135
SUBTOTAL	504
Experience	-11
TOTAL	493

CLOVIS



ROBINSON DRACONIS MARCH MILITIA

ROBINSON



Commander: District Commander Andrew Cunningham
 Primary Mission: Quick Response
 Strength: 93% listed
 Standard fighting rating: Green, Light
 Losses: 10%
 BattleForce Value: 507 points

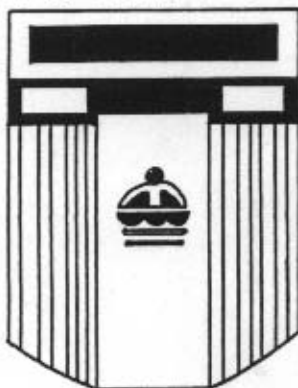
No one, especially the regimental commander Andrew Cunningham, thought that the Robinson DMM was fit to fight a prolonged battle. The unit did not even qualify as a regiment. Acting more as a way station, it consisted of pieces of companies or battalions awaiting transportation or new orders.

At the outbreak of the Kurita invasion of Galtor III, the Robinson DMM consisted of a company of MechWarriors waiting for 'Mechs to be delivered, a company of battle-hardened MechWarriors from the Syrtis Fusiliers teaching the latest electronic counter measures, a company of MechWarriors so green that "they looked like onions—white heads and long green bodies," survivors of a mid-air collision that killed a dozen Techs and MechWarriors, and a Light Fire Company without ammunition, electronic sensing devices, or actuators for their legs.

None of these units had ever met each other—much less fought together—until they were billeted in the same JumpShip. Faced with such a diverse collection of machines and bodies, it is understandable that Commander Cunningham took so long to strike against the Kurita.

Although the Robinson DMM did not train together, it fought well on Galtor III. The Syrtis Fusiliers, in particular, outpaced the rest of the regiment, as it forced its way into New Derry during Phase Three of the campaign. Interviewed afterward by a Federated Sun newsweekly, the company commander, Yvonne Mica, stated that they just wanted "to have done with it and go home." Eyewitnesses reported that Yvonne and her MechWarriors continued to give classes on correct ECM and AEP procedures while under fire from Kurita 'Mechs.

ROBINSON



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 M2-VT-(17)
 M3-GR-(14)
 Total Cost: 35

Meyer's Air Squadron

*H2-RG-(24)
 *M2-RG-(15)
 *L1-RG-(6)
 Total Cost: 45

Preminger's Battalion

Battalion Headquarters	A1-RG-(23)ECM/ESR	
Mica's Company	Orr's Company	Huber's Company
A3-EL-(20)ECM/ESR	M3-RG-(14)	M5-GR-(8)
A3-VT-(20)ECM/AEP	M3-RG-(14)	M5-GR-(8)
H2-VT-(18)ECM	L3-RG-(6)AEP/ESR	L3-RG-(6)AEP/ESR

Total Cost: 191

Schneider's Battalion

Battalion Headquarters	H2-RG-(18)ESR	
Becker's Company	Dolen's Company	Feingelder's Company
M4-GR-(10)	M2-VT-(17)	M4-GR-(10)
M4-GR-(10)	M2-RG-(17)	M4-GR-(10)
L3-GR-(6)ESR	L4-RG-(5)ESR	L3-GR-(6)ESR

Total Cost: 121

Shubert's Battalion

Battalion Headquarters	H3-RG-(16)ESR	
Whitkens's Company	Rosen's Company	Gutknecht's Company
M3-RG-(14)	M6-RG-(16)	L1-GR-(8)
M3-GR-(14)	M6-GR-(16)	L1-GR-(8)
L2-GR-(5)	M1-GR-(18)	L1-GR-(8)

Total Cost: 126

Regimental Total

RBG	35
Meyer's Air Squadron	45
Preminger's Battalion	191
Schneider's Battalion	121
Schubert's Battalion	126
SUBTOTAL	518
Experience	-11
TOTAL	507

33rd AVALON HUSSARS



Commander: Lieutenant General Wilson Mandella
 Primary Mission: Assault
 Strength: 125% listed
 Standard fighting rating: Veteran, Heavy
 Losses: 84.354%
 BattleForce Value: 750 points

Like all Avalon Hussar regiments, the 33rd Avalon Hussars were created to expand Lucien Davion's power over his nearby neighbors. For each star system that joined him, he created a military unit called the Hussars to garrison the planet. By the time the Crucis Pact was signed in 2317, 26 Hussar regiments defended the inner star systems of the newly formed Federated Suns. By 2405, everyone called them the New Avalon Hussars and, finally, the Avalon Hussars.

These regiments proved their worth during the Age of War that followed. The regiments fought all over the Federated Sun sphere of influence. Every year, new Hussar regiments were added to the growing Federated Sun military strength until there were 60 Avalon Hussars regiments.

In 2431, the 33rd Avalon Hussars defended the planet Kentares IV against a force from the Terran Hegemony. The Terran units completely destroyed the Hussars. It would not be their last defeat.

Many decades later, the Federated Suns gained BattleMech technology. The joint commanders of the remaining Avalon Hussars, however, considered the BattleMech too slow, heavy, and impractical. They refused to train with the new machines. As leaders in New Avalon created new 'Mech regiments, they gradually withdrew funding to the Hussars.

The military census of 2700 revealed only 15 regiments that stubbornly stuck to the name of Avalon Hussars. With the emergence of the Star League, these units were reduced to little more than planetary garrisons.

The Hussars looked forward to the First Succession War. At last, they could prove their worth to the Federated Suns. Gaily, with flags flying, they marched off to war on a dozen planets.

It was a massacre. Kurita and Liao BattleMechs shattered the Hussars' outdated tanks and hovercraft. Though the Hussars fought magnificently, their machines could not match the power of a BattleMech. In six years, all 15 Hussar regiments were decimated.

After the peace treaties of 2821, the Hussars were a collection of Tech support troops, air units, and other small scattered pieces. The survivors had no qualms about using BattleMechs. They accepted the machines gratefully and from any source they could find them.

In 2828, just in time for the Second Succession War, the leaders in New Avalon christened the newly minted 33rd Avalon Hussars. The brightly painted 'Mechs marched past the reviewing stand and directly onto ships headed for the House Liao border. They dropped on Novaya Zemlya, a major industrial center for the Capellan Confederation. Fighting in the ruins of the planet's

capital, the Hussars met the Prefectorate Guard from the Capellan Hussars of House Liao. In two days of bloody fighting, the veteran Liao Guard crushed the 33rd Avalon Hussars; barely ten percent of their 'Mechs survived.

This time, propaganda saved the 33rd. Media consultants warned that announcing the destruction of the 33rd, after all the coverage given them, would disastrously decrease morale in the Federation. The remnants of the 33rd were once again sewn into a viable regiment.

Since then, the 33rd Hussars have teetered on the brink of annihilation twice. Each time, enough was salvaged to knit the unit back together. The press calls the 33rd "The regiment that wouldn't die." Each MechWarrior in the regiment hopes that they are right.

BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 A2-VT-(25)+2Arm/+2Fp
 H1-GR-(21)ESR
 Total Cost: 59

Benham's Battalion

Battalion Headquarters	H1-VT-(21)	
Epsom's Company	Parkerson's Company	Whiteway's Company
A1-EL-(23)+2Fp	M3-VT-(14)	M1-RG-(18)ESR
A1-EL-(23)+2Fp	M3-VT-(14)	M1-RG-(18)ESR
H4-EL-(23)+2Arm	L3-VT-(6)ESR	L1-RG-(8)ESR
Total Cost: 189		

Meade's Battalion

Battalion Headquarters	H3-EL-(16)	
Astor's Company	Fennell's Company	Hosmer's Company
A2-EL-(25)ECM	M5-VT-(18)ESR	M6-RG-(16)ECM
A3-EL-(20)ECM	M5-VT-(18)ESR	M6-RG-(16)ECM
H2-EL-(18)+2Arm/ECM	L2-VT-(5)ESR	L2-RG-(5)AEP/ECM
Total Cost: 197		

Lyon's Battalion

Battalion Headquarters	H5-EL-(20)ECM	
Buller's Company	Marten's Company	Previn's Company
A1-EL-(23)ECM/+2Fp	M4-RG-(10)	H3-VT-(16)
A3-VT-(20)ECM/+2Fp	M4-RG-(10)	M4-VT-(10)
H2-VT-(18)	L2-RG-(5)	L2-VT-(5)
Total Cost: 152		

Regimental Total

RBG	59
Benham's Battalion	189
Meade's Battalion	197
Lyon's Battalion	152
SUBTOTAL	597
Experience	153
TOTAL	750

4TH CRUCIS LANCERS



Commander: Major-General
Charles Duncan
Primary Mission: Assault
Strength: 125% listed
Standard fighting rating:
Veteran, Medium
Losses: 11.953%
BattleForce Value: 785 points

Minoru Kurita once remarked, "The Crucis Lancers are the finest marksmen in the galaxy. Fortunately, there are not many of them." For most of their history, the Crucis Lancers have consisted of no more than three regiments. New Avalon designed all Crucis Lancer regiments as heavy assault forces, stuffed with 'Mechs and crewed by some of the best MechWarriors in the Federation.

The 4th Crucis Lancers developed from members of a heavy 'Mech regiment that refused to follow Aleksandr Kerensky into exile. For 50 years, New Avalon tried to bring the unit up to its designated strength. Every time it got one battalion outfitted, however, a crisis forced the Federation to send in the 4th with only half its 'Mechs. Even so, the understrength regiment led five successful assaults against the Capellan Confederation.

To counter a powerful Kurita force on New Aberdeen, Davion assembled the 4th, 5th, and 7th Crucis Lancers into the most powerful Davion brigade in history. After the brigade dropped onto the planet, however, Kurita threw in more and more regiments, isolating the 4th with two regiments. Yard by yard, the Draconis Combine troops reduced the pocket, but they could not destroy the regiment. For three weeks, the 4th remained isolated with half its available 'Mechs verging on breakdown. When Davion reinforcements finally came, less than half the original 'Mechs were functioning.

Hereditary appointments are a fact of life in many older regiments. When a MechWarrior dies, all the relatives are polled to see who will occupy the 'Mech's seat. The Crucis's long campaign on Aberdeen piled up claims and counter-claims to almost every piece of its equipment. Every day, the commanders of the Crucis Lancers brigade found themselves embroiled in lawsuits over BattleMechs and rights of repair and salvage. One family even sued the 4th Crucis Lancers's commander for abandoning a useless *Banshee* BattleMech.

To settle such annoyances, the large 7th Crucis Lancer Brigade broke up, and the number of Crucis Lancer regiments grew to eight. The courts spent a year sorting through the claims and counter-claims; afterward, each regiment was brought to full-strength with new 'Mechs and inexperienced MechWarriors.

Although now classified as just a medium regiment, the 4th still retains its powerful assault lance, artillery, and air squadron.

BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
V1-RG-(1)
V2-RG-(1)
V2-RG-(1)
H3-EL-(16)ECM
M1-VT-(18)ECM
M1-VT-(18)ECM
Total Cost: 65



Wheeled Recon Company

L8-RG-(2)ESR
L8-RG-(2)ESR
L8-RG-(2)ESR
Total Cost: 15

Artillery Battery

Ar2-RG-(16)
Ar1-RG-(30)
Ar1-RG-(30)
Total Cost: 76

Air Squadron

*H1-RG-(14)ESR
*M1-RG-(10)ESR
*L1-RG-(6)ESR
Total Cost: 39

Louis-Philippe's Battalion

Battalion Headquarters A2-EL-(25)ECM
Aubigne's Company Barentin's Company Chatelet's Company
A1-EL-(23)ECM A3-EL-(20)ECM H1-VT-(21)
H2-EL-(18)ECM H4-EL-(23)ECM M6-VT-(16)ESR
H5-EL-(20)ECM H5-EL-(20)ECM M5-VT-(8)ESR
Total Cost: 221

Alexandre's Battalion

Battalion Headquarters M2-VT-(17)
Deffand's Company Agoult's Company Anjou's Company
M4-VT-(10) M3-VT-(14) M6-RG-(16)
M3-VT-(14) M5-RG-(8) M2-VT-(17)
L2-RG-(5) L3-VT-(6) L4-RG-(5)
Total Cost: 112

LeBrun's Battalion

Battalion Headquarters M3-EL-(14)
Coppee's Company Laplace's Company Villard's Company
M2-GR-(17) M4-VT-(10) M6-VT-(16)
M6-GR-(16) M4-RG-(10) M5-RG-(8)
L4-GR-(5) L3-RG-(6) L2-RG-(5)
Total Cost: 107

Regimental Total

RBG	65
Wheeled Recon Company	15
Artillery Battery	76
Air Squadron	39
Louis-Philippe's Battalion	221
Alexandre's Battalion	112
LeBrun's Battalion	107
SUBTOTAL	635
Experience	150
TOTAL	785

12TH VEGAN RANGERS, ALPHA REGIMENT



Commander: Margrave
 Sheridan Douglass
 Primary Mission: Assault
 Strength: 150% listed
 Standard fighting rating: Elite,
 Heavy
 Losses: 45.345%
 BattleForce Value: 1148 points

From Terra, the bright star Vega shines out like a beacon. In many ways, it was a beacon for explorers and colonists during the Exodus. Settlers flocked to Vega's two habitable planets, both blessed with warm climates and plentiful water.

One of Vega's founding fathers was Loran, a ranger for the Synthetic Victories Corporation. In those ancient times, rangers patrolled the vast areas of empty space between planets of a single system. It was a job suited for people who did not mind being alone for six months at a time.

In his book *Eleven Against the Stars*, Loran set down the principles by which he and his fellow ten rangers lived. A Ranger, Loran wrote, needed to live simply and honestly without delusions or manias. A Ranger values loyalty, but never follows others blindly. He must serve people, not corporations, and above all, must remain free to follow his own destiny. Over 57 years later, a young boy growing up in the Periphery read the book and vowed he would be the 12th Vegan Ranger.

That young man grew to be one of the greatest mercenary leaders of the Successor States. His name was Lawrence Helmund Nelson, better known as the Duke of Verde. The Duke lived most of his life in exile, hiding from the man who had usurped his father's throne. Nelson spent the First Succession War in the cockpit of his *Wolverine* BattleMech. To hide his true identity, the young duke called himself the 12th Vegan Ranger and used Ranger Loran's symbol, a "V" against a bright star.

Many people took notice of this tall, lanky youngster with an intense gleam in his eye and incredible acrobatic skill. Although given dozens of offers to join the best mercenary units, Nelson had other plans. He knew he needed his own army to regain his lost throne.

Nelson began to look for men who fit his notion of a good MechWarrior. The rules he followed were very similar to the principles set out by Ranger Loran. The young Duke formed a lance, a small company, then finally a battalion of 'Mechs and vehicles. He chose only the best MechWarriors he could find, and something in his manner made them work for him at half the usual rate. Perhaps it was his sense of mission, a luxury in the cutthroat world of the mercenary, that drew so many good men to him.

Throughout the First Succession War, Nelson plotted and schemed for his revenge. The man who killed his father was himself killed by his sister, the Contessa de Mavelo. She took over the throne as regent for her brother's two young sons. Less than a year later, both were dead, and the counsalar at the court were instructed to call the regent Queen Mavelo.

Verde desperately needed an army to defend against the hordes of Kurita raiders that constantly prowled their system.

Therefore, when an intense mercenary captain presented himself at her court, Queen Mavelo did not turn him away. Aware of her situation, he offered to help. Although she offered him compensation way below standard, he accepted, to her great surprise and suspicion. That is how the real Duke of Verde came to work for the family that murdered his father.

Nelson did more than clear Kurita pirates from the trade routes. He revamped the militia forces on Verde, set up training camps, and continued to recruit the best independent MechWarriors in the Federated Suns. This activity made New Avalon sit up and take notice. After all, everyone had considered Verde a small backwater duchy of minor to middling importance, not the military powerhouse it was becoming.

Queen Mavelo never trusted the man with no real name. After two years, she pieced together enough of the truth to terrify her. To rid herself of this pretender to the throne of Verde, she dispatched elements of her personal guard to challenge him in combat.

One warm summer night in 2829, four 'Mechs painted in Kurita markings floated down from a DropShip around Nelson's simple woodframe house. With searing blazes of laser fire, the 'Mechs ignited the house. Meanwhile, Nelson, alerted to the attack by friends within Queen Mavelo's air force, had withdrawn with his 'Mech to a nearby water tower. When the flames were at their highest, Nelson's *Wolverine* leapt down onto one of the 'Mechs, a *Thunderbolt*. The *Thunderbolt's* long-range missile rack exploded, blowing the cockpit apart.

The three remaining 'Mechs scattered and tried to surround the elusive *Wolverine*. Nelson, however, lured them through twisted ruins on the outskirts of the city. An *Assassin* 'Mech rushed around a corner only to be met with a fusillade of fire from Nelson's Whirlwind Autocannon.

Setting up his Autocannon as a remote, Nelson let loose two of his three remaining rounds. The other two 'Mechs instantly turned to the noise, creeping around the side of a smoldering sewing machine factory. Holding a red hot beam from the factory, the *Wolverine* sprang up from behind and jammed the metal into the exhaust vents of the *Hunchback's* left rear torso heat sinks. The jagged metal lance pierced the lighter back armor and penetrated into the 'Mech's ammunition bay, exploding 19 Autocannon rounds and throwing Nelson's *Wolverine* end over end into the ruins of the sewing machine factory.

As the final 'Mech, a *Warhammer*, closed in on the overheated and shutdown *Wolverine*, a *Locust* BattleMech from the 12th Vegan Rangers arrived and engaged the *Warhammer*. Although the *Locust* was doomed, the Ranger did buy enough time for Nelson's 'Mech to cool down.

With a deafening roar, the *Wolverine's* jets ignited and shot him on a horizontal course straight at the *Warhammer*. Although he missed the 'Mech's cockpit, Nelson managed to clip one of the particle cannon arms, swinging the heavy 'Mech around and knocking it into an electrical power substation. There was a blinding flash of sparks, then silence.

Nelson saved the life of the *Warhammer's* MechWarrior for evidence that Queen Mavelo was behind the assassination attempt. Later, the MechWarrior was hanged along with Queen Mavelo and her entourage. Lawrence Helmund Nelson regained the duchy of Verde.

Two hundred years later, the 12th Vegan Rangers continue to grow and prosper. Throughout the Second and Third Succession Wars, the Rangers completed a number of tasks for the Davion government, but they have resisted offers to join the regular military.



Today, Sarah Nelson sits on the throne at Verde. With her most loyal subject, Margrave Sheridan Douglass, she has expanded the 12th Vegan Rangers into four regiments of independent troops who contract for the Federated Suns, princes of the Periphery, and the Lyran Commonwealth. Currently, all four regiments are employed by the Federated Suns, who pay a premium for their continued loyalty.

BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 A2-EL-(25)ECM/Extra 'Mech
 A1-EL-(23)ECM/+2Arm
 H4-EL-(23)ECM/+2Fp
 Total Cost: 100

Merino's Air Squadron

*H2-EL-(24)
 L2-EL-(8)B30
 *L1-EL-(6)B30
 Total Cost: 50

Hover Recovery

V6-VT-(8)ESR
 V6-RG-(8)
 V6-RG-(8)
 Total Cost: 27

Tracked Company

V3-EL-(16)ECM
 V4-VT-(13)ECM
 V5-VT-(9)ECM
 Total Cost: 47

DropShip Defense

M1-EL-(18)
 A1-VT-(30)
 V3-RG-(16)
 Total Cost: 64

Bragg's Battalion

Battalion Headquarters	H3-EL-(16)ECM	
Cullom's Company	O'Donnell's Company	Summer's Company
A1-EL-(23)ECM	H1-EL-(21)ECM	M6-VT-(16)ECM
A3-EL-(20)ECM	H1-VT-(21)ECM	M6-VT-(16)ECM
H4-EL-(23)ECM	M1-VT-(18)ECM	M2-RG-(17)ECM
Total Cost: 221		

Johnston's Battalion

Battalion Headquarters	M6-EL-(16)ESR	
Brennon's Company	Mandell's Company	Dargis's Company
A3-EL-(20)	H5-VT-(20)ECM	M4-VT-(10)AEP/ESR
H2-EL-(18)	H5-VT-(20)ECM	M4-VT-(10)ESR
H4-EL-(23)	L3-VT-(6)ECM/ESR	M4-VT-(10)ESR
Total Cost: 187		

McCulloch's Battalion

Battalion Headquarters	H3-EL-(16)AEP	
Murphy's Company	Kellem's Company	O'Toole's Company
A1-EL-(23)	H5-VT-(20)ECM	L3-VT-(6)
H2-EL-(18)	L4-RG-(5)ECM	M5-RG-(8)
H2-EL-(18)	L4-RG-(5)ECM/ESR	M5-RG-(8)
Total Cost: 149		

Regimental Total

RBG	100
Merino's Air Squadron	50
Hover Recovery	27
Tracked Company	47
DropShip Defense	64
Bragg's Battalion	221
Johnston's Battalion	187
McCulloch's Battalion	149
SUBTOTAL	863
Experience	303
TOTAL	1148

22ND SPECIAL AIR SQUADRON



Commander: Colonel Sirius Golen
 Primary Mission: Upper Atmosphere Defense
 Strength: 120% listed
 Standard fighting rating: Veteran, Medium
 Losses: 37.12%
 BattleForce Value: 213 points

The 22nd Special Air Squadron deserves special mention for the stalwart job they performed during their first mission: the Galtor Campaign. The backbone of the 22nd is the two elite and one veteran air lances of STU-K5 *Stuka* heavy fighters. These powerful lances tore up the 3rd Benjamin Regulars regiment as it struggled in the minefield on Galtor III. They then covered the retreat of the 33rd Avalon Hussars and later flew patrol over the real Star League Storehouse.

Outnumbered four to one by the Kurita fighter squadrons, the 22nd pilots would fly double and triple the number of recommended missions, resting only when their machines needed servicing. After three months of such gruelling attrition, the men and women of the 22nd verged on exhaustion and mental collapse. Still, when the Kurita made their final push against the Star League Storehouse, the 22nd kept the Kurita fighters off the backs of the 12th Vegan Rangers.

BATTLEFORCE VALUES

Parker's Air Squadron	Hunt's Air Squadron	Morgan's Air Squadron
*H2-EL-(24)	*H2-EL-(24)	*H2-VT-(24)
*M2-VT-(15)B15	*M2-RG-(15)B15	*M2-VT-(15)B15
*L2-RG-(8)B30	*L2-RG-(8)B30	*L2-EL-(8)B30

Squadron Total	
Parker's Squadron	56
Hunt's Squadron	56
Morgan's Squadron	56
SUBTOTAL	168
Experience	45
TOTAL	213



782ND DAVION GUARDS AUXILIARY



Commander: Colonel "Blood and Guts" Oliver
 Primary Mission: Defense Perimeter
 Strength: 200% listed
 Standard fighting rating: Elite
 Losses: 100%
 BattleForce Value: 387 points

A standard auxiliary company contains as many units as a BattleMech battalion. Instead of a lance, the basic unit of a Davion company is the platoon, each with 21 to 28 soldiers. A standard company will have two heavy platoons with extra firepower and electronic sensing devices, three platoons of troops riding lightly armored wheeled transport, and one platoon of jump infantry. The rest of the troops, anywhere from four to six platoons, are regular infantry.

Occasionally, a battery of three Sniper artillery pieces with its attendant armored scout cars are attached to a company.

BATTLEFORCE VALUES

782nd Guards Battalion

Secord's Company	Cooper's Company	Casey's Company
I2-EL-(6)ECM+2Fp	I1-EL-(3)+2Fp	I3-EL-(4)+2Fp
I1-EL-(6)+2Fp	I1-EL-(3)+2Fp	I3-EL-(4)+2Fp
I1-EL-(3)+2Fp	I1-EL-(3)+2Fp	I3-EL-(4)+2Fp
I1-EL-(3)+2Fp		
Total Cost: 72		

312th Artillery Battery

First Company	Second Company	Third Company
Ar2-RG-(16)	Ar1-VT-(30)	Ar2-VT-(16)
Ar2-RG-(16)	Ar1-VT-(30)	Ar2-VT-(16)
Ar2-RG-(16)	Ar1-VT-(30)	Ar2-VT-(16)
Total Cost: 186		

179th Recon Section

First Company	Second Company	Third Company
V8-RG-(2)ESR	V6-RG-(8)ESR	V7-RG-(4)ESR
V8-RG-(2)ESR	V6-RG-(8)ESR	V7-RG-(4)ESR
V8-RG-(2)ESR	V6-RG-(8)ESR	V7-RG-(4)ESR
Total Cost: 69		

Auxiliary Total

Guard Auxiliary	72
Artillery Battery	186
Recon Section	69
SUBTOTAL	327
Experience	50
TOTAL	377

GALTOR IRREGULARS



Commander: Committee of Four
 Primary Mission: Planetary
 Defense
 Strength: no listing available
 Standard fighting rating: Green
 Losses: 91.333%
 BattleForce Value: 400 points

The Galtor Irregulars formed at Hanse Davion's request to sabotage the Kurita base on the planet. Davion Johnnie Teams landed on the planet to shape the revolutionaries into an effective fighting force. As noted in the History chapter, the forces were successful against Kurita's second and third line troops, but were no match for fully equipped field regiments. Although the seesaw battles tore up the Irregular's force, enough survived to instill in the Galtorians the importance of a planetary unit.

This conviction ran directly against the desires of New Avalon, which wanted all arms under the direct control of the Federated Suns' military. Because Hanse Davion could not refuse men and women who had sacrificed so much to become Davion citizens, he allowed four units to remain in skeleton form.

Seizing this opportunity, the Galtor military leaders immediately began buying equipment and supplies on the black market. General Yao-hsiang scored the greatest coup by buying ten BattleMechs for a million bushels of corn. These 'Mechs joined the two dozen Kurita 'Mechs captured during the liberation. Other fighting vehicles were easier to obtain. Dozens of old *Demolisher* and *Von Luckner* tanks arrived at the space port in New Derry. *Galleons*, *Swift Wind* scout cars, and military transport vehicles filled warehouses throughout the country.

In 3024, the combined might of the Galtor Irregulars paraded down the main street of New Derry in a sparkling and splendid display of national pride and accomplishment. All units displayed the Galtor flag (a highly stylized shaft of golden wheat on a green field) except for General Liao's medium BattleMechs, which displayed the Sword and Sun of the Federated Suns. The event was carried on every major video service in Davion space and beyond.

By the end of the Galtor campaign, all these units were no more. Most of the green Galtor units did not perform well in battle. O'Neill's Legion lost most of its heavy armor in ten minutes of battle with General Yoriyoshi's BattleMechs. The Galtor Flying Squadron lost its ground contingent soon after, and the six light fighters had to use New Derry as a base. General Yao-hsiang's Brigade fought well in the confines of New Derry, although its artillery battery surrendered to the 8th Galedon Regulars after firing less than 30 rounds of ammunition.

Individual units could fight extremely well if backed up by regular troops. For instance, police and fire department units, supported by a few Lone Wolf 'Mechs, defended their neighborhoods with furious determination.

BATTLEFORCE VALUES

Owen Roe O'Neill's Legion

Legion Headquarters V1-VT-(0)ECM
 V4-RG-(13) V5-RG-(9) V7-GR-(4) V8-RG-(8) I3-GR-(4)
 V4-RG-(13) V5-RG-(9) V7-GR-(4) V8-RG-(8) I3-GR-(4)
 V3-VT-(16) V8-GR-(2)ESR V8-GR-(2) V8-RG-(8) I3-GR-(4)
 Total Cost: 114

General Liao Yao-hsiang's Brigade

Brigade Headquarters M6-VT-(16)
 V4-RG-(13) V3-GR-(16) L2-GR-(5)
 V5-RG-(9) V4-GR-(13) L3-GR-(6)
 V3-GR-(16) V5-RG-(9) L1-GR-(8)
 M5-VT-(8) A1-GR-(16) V8-GR-(2)ESR
 M4-RG-(10) A1-GR-(16) V8-GR-(2)ESR
 V8-GR-(2) A2-RG-(30) V7-GR-(4)ESR
 Total Cost: 210

Galtor Flying Squadron

*L1-RG-(6)BM30 V6-GR-(8) V7-GR-(4)
 *L2-RG-(8)BM30 V6-GR-(8) V7-GR-(4)
 *L2-RG-(8)BM30 V6-GR-(8) V7-GR-(4)
 Total Cost: 76

Regimental Total

O'Neill's Legion	114
Yao-hsiang's Brigade	210
Galtor Flying Squadron	76
SUBTOTAL	400
Experience	0
TOTAL	400



LONE WOLVES



Commander: The Committee
 Primary Mission: None
 Strength: No listing available
 Standard fighting rating: Veteran
 Losses: 75%
 BattleForce Value: 880 points

A wolf is a predatory animal found on Terra. The male of the species usually hunts high in the mountains and makes quite a lonely sight along a high ridge. Like its namesake, the Lone Wolf mercenary regiment is a predatory organization, small in number, which hunts together or alone. However, the Lone Wolves do not inspire loneliness—they inspire fear.

The Lone Wolf unit exists because justice among the mercenaries of the Periphery is a rough affair. If a lance gets out of line, its members could find themselves stripped of 'Mechs and money and left to rot on some godforsaken planet. However, when an offending lance is too big or too dangerous to be thrown out, a prudent mercenary commander will request that the offenders join the Lone Wolves.

Throughout the years, scores of lances and companies passed through the Wolves' organization on their way to other employment. Some stay for a few years or a few months. The Wolves that stay the longest remain because no one else will have them and because it is too dangerous to be alone in the Periphery, even if one is strapped into a 50-ton war machine. Many desperate men have joined the Wolves to escape or hide, and many more are buried without a name or a regret. Although the unit changes every year, the essential character of the Wolves remains.

The Wolves live by a creed unlike any other mercenary unit in the Successor States. Each company, each lance, and in some cases, each BattleMech is considered a separate entity that owes no allegiance to the separate units. A MechWarrior must pay a fee to use the Wolves' repair and supply facility. Disposable items are extra. Each meal-pack, each liter of fuel, each bullet, shell, or missile is paid for up-front and in hard currency.

The lead company in the Wolves, the Committee, negotiates all mercenary fees. At the beginning of each day, all mercenaries are paid in full. Even in the midst of the siege of New Derry, the Committee demanded daily payment for all active 'Mechs. Individual units within the Wolves can choose to fight or flee as they see fit. In addition, if they do not like the odds or the deal, they can leave. Once a unit accepts money to fight, however, it is expected to be ready for battle.

BATTLEFORCE VALUES

The Committee

A2-EL-(25)ECM/ESR/+2Arm
 H2-EL-(18)ECM/+2Arm
 H1-VT-(21)ECM/+2Fp

Hakim's Company

M2-VT-(17)+2Arm
 M4-VT-(10)+2Fp
 L1-RG-(8)ESR
 V5-RG-(9)
 V8-RG-(2)ESR

Negef's Company

A1-EL-(23)
 M5-EL-(10)ESR
 M6-EL-(16)
 V4-RG-(13)
 V6-RG-(8)

Force For Galaxy Freedom

M3-GR-(14)
 M3-RG-(14)
 M3-RG-(14)

Independence

V3-VT-(16)
 V5-VT-(9)

Albrot's Company

H3-EL-(20)
 M2-EL-(17)

Company of Wolves

V4-RG-(13)
 L4-RG-(5)

Crowned Seraph

A1-EL-(23)
 H4-VT-(23)
 H3-GR-(16)
 L2-GR-(5)ESR

God's Judgement

L4-GR-(5)AEP
 L3-GR-(6)ESR

Lords of the Sword

H3-VT-(16)
 H5-VT-(20)
 M4-RG-(10)
 M2-RG-(17)
 M1-RG-(18)

Sword of Moses

V4-VT-(13)
 V6-VT-(8)
 V8-RG-(2)ESR
 V1-GR-(0)ESR

Brothers of Israel

L3-EL-(6)ESR/+2Arm

Memorialists

L2-EL-(5)ESR/
 +2Arm/+2Fp

The Elected Ones

M4-EL-(10)+2Arm

Black November

M6-EL-(16)+2Arm/ESR

Golden Rays

M1-VT-(18)ESR

John "Big Booty" Stetson's Company

L1-RG-(8)
 V8-VT-(2)ESR/AEP

Freedom Fighters

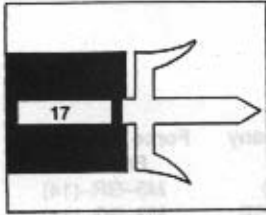
I3-EL-(4)ESR
 I3-EL-(4)ESR
 I2-EL-(6)+2Arm
 I2-EL-(6)+2Fp

Regimental Total

SUBTOTAL 679
 Experience 201
 TOTAL 880



17TH BENJAMIN REGULARS



Commander: General Syovo Yoriyoshi
 Primary Mission: Heavy Assault
 Strength: 175% listed
 Standard fighting rating:
 Veteran, Heavy
 Losses: 63.798%
 BattleForce Value: 1219 points

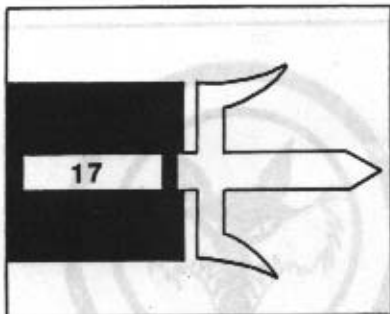
If General Yoriyoshi loved anything, he loved his 17th Benjamin regiment. Every year, Yoriyoshi would visit the planets within his district and pass out scholarships to the Sun Zhang Academy. Those who accepted the scholarships had to spend three years in the 17th Benjamin Regulars. Wisely, Yoriyoshi picked many students with wealthy families, who then contributed large amounts of money to the regimental coffers.

Consequently, the 17th grew fat with money and equipment. The District Commander gave his regiment first pick of new 'Mechs or technology that came from the government. What Luthien could not provide, Yoriyoshi bought on the black market.

This abundance of materiel attracted many good officers and MechWarriors. Menacham Gonen, the 17th's best battalion commander, turned down command of a regiment in the Pesht Regulars because he would take a substantial cut in pay and command fewer Heavy and Assault 'Mechs.

Though the Warlord acquired 'Mechs like toy soldiers, he never hesitated about sending his shiny new war machines into battle. The 17th fought a dozen engagements with Davion and Steiner raiding parties between 3020 and 3025. Yoriyoshi would lead his men into battle just to test the latest technological advance. While the MechWarriors deployed on the field, scientists and technicians crammed into the mobile headquarters at the Regimental BattleGroup observing some variant of a medium laser or new type of armor.

The 17th is currently stationed on the planet Benjamin. Its new commander is General Hirushi Shotugama, who is also the new Warlord of the Benjamin Military District.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 A2-EL-(25)ECM
 A1-EL-(23)ECM
 H1-VT-(21)ECM
 L3-VT-(6)ECM/ESR
 Total Cost: 94



Air Squadron

*H1-EL-(14)	*M2-EL-(15)	*L2-EL-(8)B30
*H1-EL-(14)	*M2-VT-(15)	*L2-VT-(8)B30
*H2-EL-(24)	*M2-VT-(15)	*L2-VT-(8)B30

Total Cost: 139

Elazar's Battalion

Battalion Headquarters H2-VT-(18)
 Samuel's Company Micah's Company Amos's Company
 A3-EL-(20)ECM M6-RG-(16) L1-VT-(8)ESR/AEP
 A1-EL-(23)+2Arm/+2Fp M6-RG-(17) L5-VT-(6)ESR/AEP
 H4-EL-(23)+2Arm M6-RG-(16) M5-VT-(8)ESR/AEP
 Total Cost: 206

Gonen's Battalion

Battalion Headquarters A3-EL-(20)Extra 'Mech
 Saul's Company Daniel's Company Abel's Company
 H4-EL-(23) H4-VT-(23) M3-VT-(14)
 H5-EL-(20) H5-RG-(20) M4-VT-(10)
 H1-EL-(21) H1-RG-(21) M4-RG-(10)
 Total Cost: 192

Sharon's Battalion

Battalion Headquarters H2-VT-(18)Arm/+2 Fp
 David's Company Moses's Company Elias's Company
 H2 VT-(18) H3-VT-(16) M5-RG-(8)ESR
 H5 VT-(20) H3-VT-(16) L3-RG-(6)ESR
 H2 VT-(18) M3-VT-(14) L3-GR-(6)ESR
 Total Cost: 155

Imperial Artillery Battalion

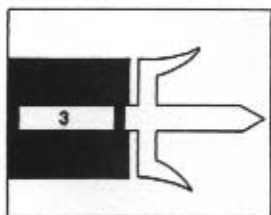
Battery Alpha	Battery Beta
Ar2-RG-(30)	Ar1-VT-(16)
Ar2-RG-(30)	Ar1-RG-(16)
Ar2-RG-(30)	Ar1-RG-(16)
V4-RG-(13)	V8-VT-(2)ESR
V3-RG-(16)	V8-RG-(2)ESR
V5-RG-(9)	V8-RG-(2)ESR

Total Cost: 191

Regimental Total

RBG	94
Air Squadron	139
Elazar's Battalion	206
Gonen's Battalion	192
Sharon's Battalion	155
Artillery Battalion	191
SUBTOTAL	977
Experience	242
TOTAL	1219

3RD BENJAMIN REGULARS



Commander: Brigadier General
 Jakodo Naguchido
 Primary Mission: Heavy Assault
 Strength: 99% listed
 Standard fighting rating:
 Regular, Heavy
 Losses: 32.767%
 BattleForce Value: 662 points

Naguchido has none of his former Warlord's determination and fierce dedication. A soft, rather large fellow, he often drinks too much at parties and is thoroughly unprofessional in dress and demeanor.

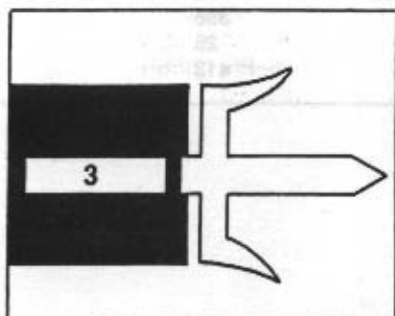
Although packed with heavy and assault 'Mechs, his regiment rates only a regular fighting status. In fact, the 3rd Benjamin Regulars is one of the few Kurita regiments that allow green MechWarriors to pilot Heavy 'Mechs.

The 3rd's performance during the Galtor Campaign revealed signs of neglect and lack of discipline. The drop onto the planet was botched because staffers set their primary objective to be a swamp miles away from the planned drop site. Naguchido himself dropped badly and spent hours trapped and isolated in his overheated BattleMech.

The 'Mechs that did assault the fake Star League depot bunched up while clearing the twelve bands of minefields, thus offering superb targets for Davion air. Supply officers forgot to bring the advanced electronic devices for clearing minefields.

After the first two days of fighting, the 3rd listed 27 'Mechs destroyed beyond repair, ten damaged and three missing in action. Two *Slayer* medium fighters were also destroyed. The regiment did not kill a single Davion 'Mech and barely scratched the Davion air cover.

Disgusted with his general's performance, Yoriyoshi immediately transferred the 3rd Benjamin Regulars out of the campaign and to planet Irurzun.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 A3-EL-(20)+2Arm/+2Fp/Extra 'Mech
 L2-RG-(5)ESR
 Total Cost: 48

Air Squadron

*H1-RG-(14)
 *M1-RG-(10)
 *L1-RG-(6)BM30
 Total Cost: 36

Ismail's Battalion

Battalion Headquarters A2-VT-(25)ECM
 Glover's Company Lane's Company Quinn's Company
 H5-VT-(20)ECM H1-RG-(21)ECM M5-GR-(8)ECM/ESR
 H4-VT-(23)ECM M1-RG-(18)ECM L3-GR-(6)ECM/ESR
 H2-RG-(18)ECM L1-RG-(8)ECM L2-GR-(5)ECM/ESR
 Total Cost: 191

Shazli's Battalion

Battalion Headquarters A1-EL-(23)+2Fp
 Chu's Company Zettl's Company Bardeen's Company
 H3-VT-(16) H1-VT-(21) M3-RG-(14)
 H3-VT-(16) M4-VT-(10)ESR M3-RG-(14)
 H3-RG-(16) L2-GR-(5)ESR M4-GR-(10)
 Total Cost: 154

Gamasy's Battalion

Battalion Headquarters A3-VT-(20)+2Arm
 Astaire's Company Roger's Company Kelly's Company
 H4-VT-(23) H5-VT-(20) M2-RG-(17)
 H2-VT-(18) H5-VT-(20) M6-RG-(16)
 H2-RG-(18) H4-GR-(23) M5-GR-(8)
 Total Cost: 186

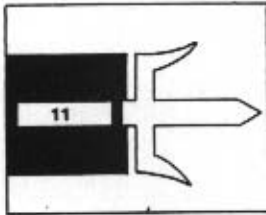
Auxiliary Group

V5-RG-(9)
 I4-GR-(3)
 V8-GR-(2)
 Total Cost: 14

Regimental Total

RBG	48
Air Squadron	36
Ismail's Battalion	191
Shazli's Battalion	154
Gamasy's Battalion	186
Auxiliary Group	14
SUBTOTAL	629
Experience	33
TOTAL	662

11TH BENJAMIN REGULARS



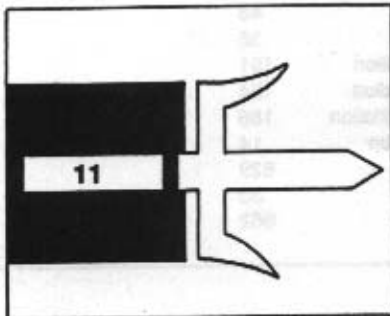
Commander: General Innocent IV
 Primary Mission: Sector Defense
 Strength: 100% listed
 Standard fighting rating: Regular, Light
 Losses: 15.2%
 BattleForce Value: 413 points

The 11th Benjamin Regulars was formed in 2781 as a light mixed regiment, with one battalion of 'Mechs and two of armor. For 200 years, it fought various battles including the vicious repression of a mutiny on Junction.

In 3001, poor management coupled with neglect brought the regiment to its weakest point. That year, with less than 28 light and medium 'Mechs at his disposal, General Maratin met a Steiner 'Mech regiment on Severn. In less than an hour, the 11th was ground up and spit out.

The skeleton regiment lay moribund for 22 years until Warlord Yoriyoshi convinced the Coordinator to rebuild the unit. In late 3023, Yoriyoshi wooed Brigadier General Seville with a promotion to General and command of the reformed regiment, now with a complete complement of light and medium 'Mechs. Seville changed his name to Innocent IV, married Yoriyoshi's former mistress, and joined his new headquarters on New Year's Day, 3024.

General Innocent IV was the perfect man to lead a light regiment. He personally shunned the Heavy 'Mechs popular with Combine commanders, and demanded that his men master essential light regiment techniques, like long-range reconnaissance, skirmishing, hit-and-run drops, ambushes, screening larger forces, and end-run maneuvers. He moved the 11th's main base on Tripoli to the middle of the planet's petrified desert (because it was too close to "the whores of the city"). For months at a time, the regiment underwent extensive training. By 3025, the regiment was at its peak and ready for any mission. Galton III gave them their first taste of combat.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 L3-EL-(8)ECM/ESR+2Arm
 L2-VT-(5)ECM/ESR+2Arm
 Total Cost: 35

O'Connor's Air Squadron

*H1-RG-(14)
 *L2-RG-(8)
 Total Cost: 22

Holgarth's Battalion

Battalion Headquarters	M6-VT-(16)	
Van Dykes's Company	Willeby's Company	Conrad's Company
H2-EL-(18)	M5-VT-(8)	M3-GR-(14)
H3-RG-(16)	M4-RG-(10)	M2-GR-(17)
H5-GR-(20)	L4-RG-(5)ESR	L1-GR-(8)
Total Cost: 135		

De Alba's Battalion

Battalion Headquarters	M4-EL-(10)ECM+2Arm	
Effingham's Company	Decker's Company	Moppin's Company
M3-GR-(14)ECM	L2-VT-(5)ECM	L4-VT-(5)ECM
M3-RG-(14)ECM	L3-GR-(6)ECM	L2-GR-(5)ECM/ESR
M5-GR-(8)ECM	L3-RG-(6)ECM	L1-RG-(8)
Total Cost: 114		

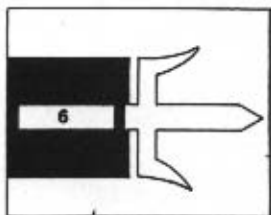
Swift's Battalion

Battalion Headquarters	L3-VT-(6)	
Scoles's Company	Howard's Company	Lang's Company
M2-RG-(17)	L2-VT-(5)	L2-VT-(5)
M2-RG-(17)	L2-RG-(5)	L3-RG-(6)
M4-RG-(10)	L3-RG-(6)	L4-GR-(5)
Total Cost: 82		

Regimental Total

RBG	35
O'Connor's Air Squadron	22
Holgarth's Battalion	135
De Alba's Battalion	114
Swift's Battalion	82
SUBTOTAL	388
Experience	25
TOTAL	413

6TH BENJAMIN REGULARS



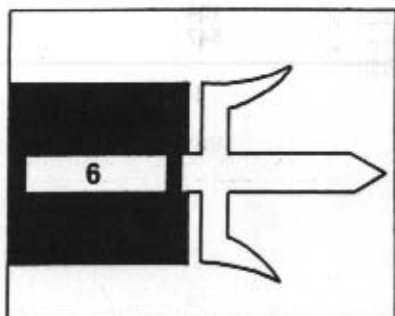
Commander: Brigadier General Saad Shazli
 Primary Mission: Sector Defense
 Strength: 93% listed
 Standard fighting rating: Green, Light
 Losses: 10%
 BattleForce Value: 430 points

The 6th Benjamin Regulars played a minor role in the Galtor Campaign. Its commander, Brigadier General Saad Shazli, suffered an ulcer attack the night before any battle; therefore, he rarely attacked.

The 6th gained valuable experience about dropping, supply, and communication during the Galtor Campaign, but little about actual fighting. This regiment lost more men and machines due to accidents than to battle damage.

The regiment's only battle occurred with a patrol of the 12th Vegan Rangers. The Rangers surprised the light company from Sultan Jellalladin's battalion and chased it back to the 6th's main camp. There, the Rangers suddenly encountered three lances of heavy 'Mechs, fully armed and ready. The pursuit instantly changed into a rout as the Rangers retreated before the vastly superior machines.

The Kurita news agency used this small incident for propaganda, describing a furious Davion attack against an outnumbered regiment of brave Kurita lads. The brave Combine soldiers stood their ground and sent the Davions fleeing with their tails tucked between their legs. Within three weeks, the story was expanded into a book and then into a video special. By the time the 6th rotated out of the campaign, it was heralded as the savior of the Draconis Combine.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 M2-VT-(17)
 M6-VT-(16)
 Total Cost: 37

Air Squadron

*M2-VT-(15)
 *M2-RG-(15)
 Total Cost: 30

Jellalladin's Battalion

Battalion Headquarters			A2-RG-(25)ECM/+2Arm/+2Fp		
Grigorovich's Company	Tanawa's Company	Yung's Company			
H4-VT-(23)ECM	M2-RG-(17)ECM	M4-RG-(10)ESR			
H2-RG-(18)ECM	M6-GR-(16)ECM	M5-GR-(8)ESR			
H1-RG-(21)ECM	M1-GR-(18)ECM	M5-GR-(8)ESR			
Total Cost: 200					

Seleucus's Battalion

Battalion Headquarters			M4-VT-(10)Extra 'Mech		
Tashjian's Company	Plisetskaya's Company	Ceres Metal Co-op			
L2-RG-(5)	L3-RG-(6)	L4-RG-(5)ESR			
L2-GR-(5)	L3-GR-(6)	L4-GR-(5)ESR			
L1-GR-(8)	L2-GR-(5)	L4-GR-(5)ESR			
Total Cost: 79					

Kuribayashi's Battalion

Battalion Headquarters			M3-GR-(14)		
Sadatoki's Company	Komatsu's Company	Kodje's Company			
L2-RG-(5)	L3-VT-(6)	L4-RG-(5)			
L4-GR-(5)	L2-RG-(5)	L4-GR-(5)			
L3-GR-(6)	L1-GR-(8)	M4-GR-(10)			
Total Cost: 69					

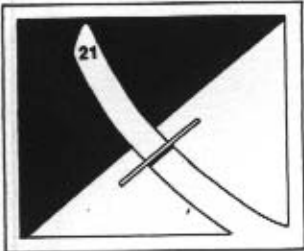
1151st Auxiliary Group

V7-VT-(4)
 V5-RG-(9)
 V8-RG-(2)
 Total Cost: 15

Regimental Total

RBG	37
Air Squadron	30
Jellalladin's Battalion	200
Seleucus's Battalion	79
Kuribayashi's Battalion	69
Auxiliary Group	15
SUBTOTAL	430
Experience	0
TOTAL	430

21ST GALEDON REGULARS

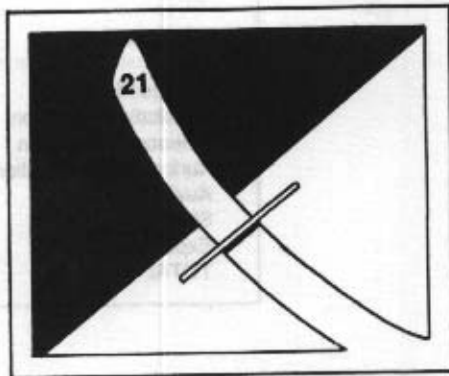


Commander: Brigadier General Jarvek Dolmasay, Earl of Marlowe
 Primary Mission: Sector Defense
 Strength: 98% listed
 Standard fighting rating: Regular, Medium
 Losses: 37.3%
 BattleForce Value: 547 points

The 21st Galedon Regulars served very little time on Galtor III. The regimental commander thought the whole adventure a foolish waste of men and machines. After the campaign, Dolmasay and his men were given a hero's welcome back home on Marlowe's Rift. When asked to comment on his reported heroism, Dolmasay responded, "It was involuntary. They had to push me out of the DropShip."

Throughout the era of the Star League, Marlowe's Rift stood with the Federated Suns. Its young men served in Davion regiments, Star League units, and of course in the Marlowe's Rift militia, which remained independent. Draconis Combine sympathizers gained high posts within the militia, and at the start of the First Succession War, it revolted and took over the government. Davion military units promptly landed and liberated the capital, but the Draconis Combine responded by sending a three-regiment brigade that crushed the Davion presence.

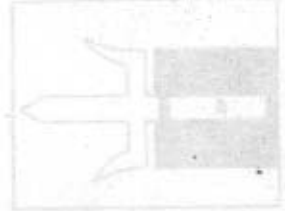
Since then, the planet has remained a member of the Combine. The Marlowe's Rift militia evolved into the 21st Galedon Regulars, which continues to recruit heavily from the planet.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(1)
 V1-RG-(1)
 V2-RG-(1)
 V2-RG-(1)
 M3-VT-(14)ECM
 M1-VT-(18)ECM
 Total Cost: 42



Van Capellari's Battalion

Battalion Headquarters M5-EL-(8)ECM
 Rennie's Company Spielberg's Company Rosen's Company
 A1-VT-(16) M4-VT-(10) M2-VT-(17)ECM
 A2-RG-(18) M5-RG-(8) M6-RG-(16)ECM
 H2-RG-(8) L1-GR-(8) L4-GR-(5)ECM/ESR
 Total Cost: 129

Warren's Battalion

Battalion Headquarters H4-EL-(23)ECM
 Maslennikov's Company Cherkassy's Company Zaporozhye's Company
 H3-VT-(16) M3-RG-(14)ECM M4-RG-(10)ESR/ECM
 H2-RG-(18) M4-RG-(10)ECM M5-RG-(8)ESR/ECM
 M5-RG-(8) M5-GR-(8)ECM L1-GR-(8)+2Arm
 Total Cost: 150

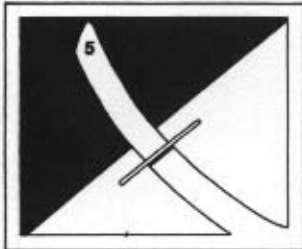
Wrede's Battalion

Battalion Headquarters L3-EL-(6)+2Arm/ESR
 Sault's Company Wetmore Rocket Company Clovis the Alemanni's Company
 M2-VT-(17) M1-VT-(18) M3-RG-(14)
 M6-GR-(16) M1-RG-(18) L2-GR-(5)
 L4-GR-(5)ESR L3-RG-(6)ESR L2-GR-(5)
 Total Cost: 122

Regimental Total

RBG	42
Van Capellari's Battalion	129
Warren's Battalion	150
Wrede's Battalion	122
SUBTOTAL	443
Experience	104
TOTAL	547

5TH GALEDON REGULARS

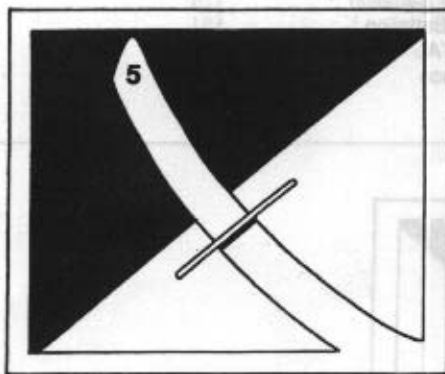


Commander: General Grieg Samsonov
 Primary Mission: Assault
 Strength: 100% listed
 Standard fighting rating: Veteran, Medium
 Losses: 61.953%
 BattleForce Value: 570 points

General Samsonov is determined to make the 5th Galedon regiment the flagship of the Galedon Regulars. For the last hundred years, the 5th was stationed along the Periphery, campaigning against pirates and Bandit Kings. In fact, it was General Samsonov's brilliant campaign against the Belt Pirates that earned him command of the Galedon District in 3019.

Of course, the 5th went with him. Since then, the unit has struggled to adapt itself to fighting a different type of warfare. During their first mission against the Federated Suns in 3019, two regiments of the 7th Crucis Lancer's Brigade struck the regiment, which disintegrated in panic. Many of the 5th's MechWarriors had never seen so many 'Mechs in one place at one time. Only the timely intervention of the 8th Galedon Regulars saved the 5th from complete destruction.

It is rumored that Subhash Indrahara, director of the ISF, put General Samsonov in his pocket after that defeat compromised the General's reputation. Supposedly, Indrahara allows the General great freedom, but reviews all military appointments. It is certain that Takashi Kurita does not trust Samsonov; he once ordered the entire palace swept for electronic bugs after Samsonov made just a brief visit.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(0)
 V1-RG-(0)
 V2-RG-(0)
 V2-RG-(0)
 A1-EL-(23)
 A3-EL-(20)
 Total Cost: 43

Air Battalion

*H2-VT-(24)
 *H2-GR-(24)
 *M1-GR-(10)
 *L1-GR-(6)B30
 *L1-GR-(6)B30
 Total Cost: 82

Wittgenstein's Battalion

Battalion Headquarters M3-VT-(14)ESR		
Kiyomasa's Company	Keisuke's Company	Tayeizan's Company
H5-EL-(23)	M5-RG-(10)	M4-RG-(8)ESR
H4-EL-(23)	M4-RG-(10)	M5-RG-(8)ESR
H2-EL-(18)	M3-GR-(14)	L2-GR-(5)ESR
Total Cost: 142		

Stark's Battalion

Battalion Headquarters M3-VT-(14)		
Toyotomo's Company	Hideaki's Company	Hidemoto's Company
H1-EL-(21)	M5-RG-(8)	M4-RG-(10)
M1-VT-(18)	M4-RG-(10)	M5-RG-(8)
L1-VT-(8)	M2-VT-(17)Jump	L2-VT-(5)ESR
Total Cost: 132		

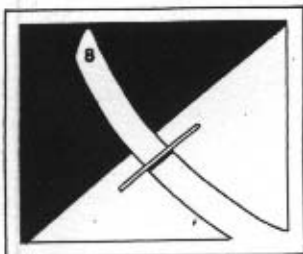
Makarov's Battalion

Battalion Headquarters M2-EL-(17)		
Charles's Company	Morley's Company	Sophian's Company
M2-VT-(17)	M6-RG-(16)	L3-VT-(6)
M6-RG-(16)	M6-RG-(16)	M6-VT-(16)
L4-VT-(5)ESR	L4-RG-(5)ESR	L4-VT-(5)ESR
Total Cost: 128		

Regimental Total

RBG	43
Air Battalion	82
Wittgenstein's Battalion	142
Stark's Battalion	132
Makarov's Battalion	128
SUBTOTAL	527
Experience	125
TOTAL	652

8TH GALEDON REGULARS

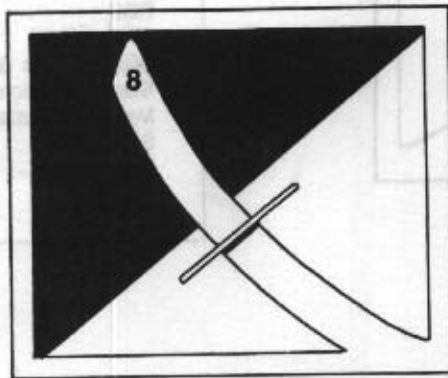


Commander: Brigadier General
Victor Nicholas
Primary Mission: Quick
response
Strength: 112% listed
Standard fighting rating:
Veteran, Heavy
Losses: 25%
BattleForce Value: 706 points

In 3011, the Galedon Regulars suffered a series of humiliating defeats, mostly because Davion forces always reinforced its garrisons faster than Galedon attackers could exploit any weakness. For every battalion the Galedons threw into the fray, Davion instantly found a battalion to counterattack. The secret of Davion's mobility was its Quick Response Forces, always kept ready to reinforce beleaguered units.

Takashi Kurita demanded that the DCMS match these forces. In response, General Samsonov created the 8th Galedon Regulars, a strange collection of individual units from three different services. Commanded by Brigadier General Victor Nicholas, the regiment consisted of a veteran independent assault battalion led by the arrogant Sir Henry Gates, an assault battalion from the Proserpina Hussars, and a third battalion of green MechWarriors with no drop experience between them. A *Star Lord* JumpShip was assigned to the unit, as were three *Union* and two *Leopard* DropShips.

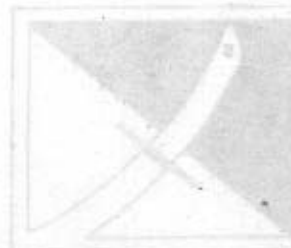
Nicholas threw himself into the task of uniting these separate elements into a hard-hitting force. A year later, he got his chance to test his methods. On the planet McComb, the 12th Galedon Regulars regiment was facing certain destruction by a powerful Davion force. Nicholas personally made the hyperspace calculations to bring the JumpShip dangerously close to McComb's magnetic field, much closer than any responsible JumpShip captain would allow. The JumpShip came out of hyperspace safely (though shaking like a leaf in a hurricane), and the 8th dropped barely in time to save the 12th. Takashi Kurita's Quick Response Force was a smashing success.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(0)
V1-RG-(0)
V2-RG-(0)
V2-RG-(0)
A2-EL-(25)+2Arm
A1-EL-(23)+2Arm
Total Cost: 54



De Montcalm's Battalion

Battalion Headquarters	M3-EL-(14)ESR	
Baird's Company	Junction's Company	O'Neill's Company
H2-VT-(18)ECM	H5-VT-(20)ESR	H1-VT-(21)
H4-RG-(23)ECM	H2-VT-(18)	M1-VT-(18)
M5-RG-(20)ECM	M5-VT-(8)ESR	L1-VT-(8)
Total Cost: 186		

Morgan's Battalion

Battalion Headquarters	M6-EL-(16)	
Hawke's Company	Crawford's Company	Sherman's Company
H3-RG-(16)	H2-VT-(18)	M4-VT-(10)ESR
H5-RG-(20)Jump	H4-VT-(23)	M4-RG-(10)ESR
M3-GR-(14)	M5-RG-(20)	M5-RG-(8)ESR
Total Cost: 174		

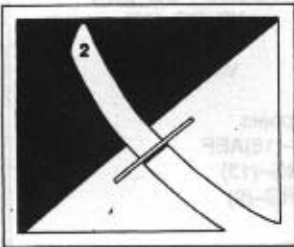
Gates's Battalion

Battalion Headquarters	H1-EL-(21)	
Oku's Company	Gough's Company	Lancaster's Company
A2-EL-(25)	M2-VT-(17)	L4-VT-(5)ESR
A1-EL-(23)	L3-VT-(6)+2Fp	L2-RG-(5)ESR
A3-EL-(20)+2Arm	L3-RG-(6)+2Fp	L1-GR-(8)
Total Cost: 151		

Regimental Total

RBG	54
De Montcalm's Battalion	186
Morgan's Battalion	174
Gates's Battalion	151
SUBTOTAL	565
Experience	141
TOTAL	706

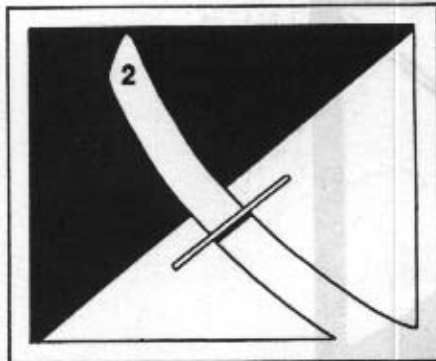
2ND GALEDON REGULARS



Commander: General Lavrenti Kornilov
 Primary Mission: Sector Defense
 Strength: 95% listed
 Standard fighting rating: Green, Light
 Losses: 75.3333%
 BattleForce Value: 441 points

In 3014, General Fastius Semronovitch, commander of the 2nd Galedon Regulars, received a summons to appear before the Assembly of the Grand Inquisitor, the Combine's military court. Those called before the court are usually never seen again. Semronovitch, however, had done nothing wrong, and he called for his aide, Brigadier General Lavrenti Kornilov, for advice. Although agreeing that the General was innocent of any wrongdoing, Kornilov convinced him to commit seppuku, or ritual suicide, to leave his honor intact.

Upon the General's suicide, Kornilov informed the DCMS High Command that Semronovitch had killed himself because he had been unfaithful to his wife. Subsequently, Kornilov assumed command of the 2nd Galedon.



BATTLEFORCE VALUES

Regimental BattleGroup

V1-RG-(0)
 V1-GR-(0)
 V2-GR-(0)
 A2-EL-(25)Jump/ECM/AEP
 H3-VT-(16)ECM
 Total Cost: 62

Hamon's Air Squadron

*L1-RG-(6)B15
 *L1-RG-(6)B15
 *L1-RG-(8)B15
 Total Cost: 29

Kutuzov's Battalion

Battalion Headquarters	H3-VT-(16)ECM	
Sacharov's Company	Tolbukhin's Company	Steiner's Rocket Company
M3-RG-(14)ECM	M5-RG-(8)ESR	L1-RG-(8)
M3-GR-(14)ECM	M4-GR-(10)ESR	L1-RG-(8)
L3-GR-(6)ECM/ESR	L2-GR-(5)ESR	L1-RG-(8)
Total Cost: 121		

Georgi's Battalion

Battalion Headquarters	H3-VT-(16)ECM	
Yamlevsky's Company	Ulasov's Company	Sokolovsky's Company
M4-RG-(10)ECM	M3-RG-(14)ECM	L3-RG-(6)ECM
M5-GR-(8)ECM	M5-GR-(8)ECM	L2-GR-(5)ECM
L2-GR-(5)ECM	L3-GR-(6)ECM	L2-GR-(5)ECM
Total Cost: 113		

Ehrenburg's Battalion

Battalion Headquarters	M4-VT-(10)	
Wenck's Company	Badnov's Company	Petrov's Company
M3-VT-(14)	M3-RG-(14)	L4-RG-(5)Jump
L3-RG-(6)	L1-GR-(8)	L4-GR-(5)Jump
L2-GR-(5)	L2-GR-(5)	L4-GR-(5)Jump
Total Cost: 92		

Regimental Total

RBG	62
Air Squadron	29
Kutuzov's Battalion	121
Georgi's Battalion	113
Ehrenburg's Battalion	92
SUBTOTAL	417
Experience	24
TOTAL	441

GALEDON TECH DEFENSE LEAGUE

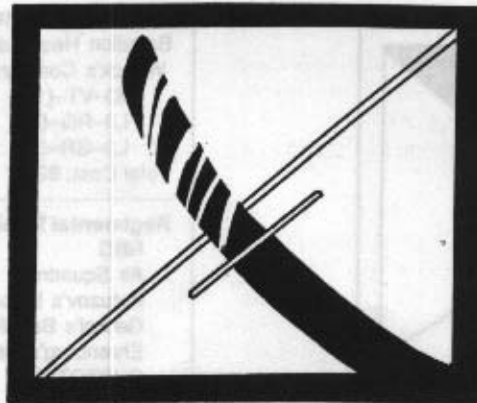


Commander: None
 Primary Mission: DropShip
 Defense
 Strength: no listing available
 Standard fighting rating: Green
 Losses: 91.333%
 BattleForce Value: 196 points

During protracted struggles, regiments often pool their technicians and administrative troops into a single main base—a kind of super regimental administrative group. If threatened by ground forces, the group can simply board the nearby DropShips and lift off the planet. These highly trained men and women possess so much training and knowledge that they are almost never risked in combat.

Nevertheless, all technicians and administrative personnel undergo rigorous hand weapon training just in case they are forced to defend their base. Commonly, support troops learn to crew tanks, hovercraft, and light artillery.

The Galedon Tech Defense League fought well on Galtor III. General Samsonov formed the group to cover the retreat of the 8th Galedon Regulars and the 2nd Amphigean Group. One reason they performed so well was that the Davion forces tried to capture the Techs in order to persuade them to switch sides.



BATTLEFORCE VALUES

Coolant Company V6-VT-(9) V6-GR-(9) V8-GR-(2)ESR	Supply Company V7-GR-(4) V8-GR-(2)ESR V7-GR-(4)	Recovery Company V3-GR-(16) V4-GR-(13) V5-GR-(9)
---	--	---

Military Police I2-VT-(6) I2-RG-(6) I4-RG-(3)	Sappers V3-VT-(16)AEP V4-RG-(13) V5-RG-(9)
--	---

Base Administration I2-GR-(3) I2-GR-(3) I2-RG-(3)	Artillery Defense I3-RG-(4) I3-GR-(4) V5-GR-(4)	Ar1-VT-(16) Ar1-VT-(16) Ar1-VT-(16)	V1-GR-(0) V2-GR-(0) V2-RG-(0)
---	--	---	-------------------------------------

Regimental Total

Coolant Company	23
Supply Company	13
Recovery Company	38
Military Police	15
Sappers	38
Base Administration	21
Artillery Defense	48
SUBTOTAL	196
Experience	0
TOTAL	196

AMPHIGEAN LIGHT ASSAULT GROUP



1st Amphigean Light Assault Group
 Commander: General Olivet Satterthwaite
 Primary Mission: Assault
 Strength: 100% listed
 Standard fighting rating: Veteran, Heavy
 Losses: 31.31%
 BattleForce Value: 943 points



2nd Amphigean Light Assault Group
 Commander: Brigadier General Karl Gramenov
 Primary Mission: Assault
 Strength: 100% listed
 Standard fighting rating: Veteran, Medium
 Losses: 46.333%
 BattleForce Value: 615 points

Back in the dim Star League past, Amphigean Agriculture Inc. was a leading agricultural company. With offices all over the Inner Sphere, Amphigean Agriculture worked on solutions to worldwide famines, crippling crop diseases, cultural and religious differences, and hundreds of other problems.

The Succession Wars placed an incredible strain on this network. To defend their holdings, Amphigean Agriculture began employing mercenary units to protect its property and employees. By 2811, the cost of such protection had skyrocketed, and the board of directors decided that it was cheaper to maintain a private army than to pay mercenaries exorbitant fees.

Thus was the first Amphigean Security Group created. During the next 100 years, these security forces protected many of the company's factories, storehouses, and installations from the rapacious desires of the Successor States. Many corporations gathered around the Amphigean's defenses like peasants around the skirts of a castle. The board of directors began charging these businesses a protection fee, and soon after rented out the 1st Amphigean Security Group to Ceres Metals for a punitive action against a debtor.

By 2952, Amphigean Agriculture received 21 percent of its revenues from renting out its six security battalions. The next year, the Draconis Combine approached the company with a proposal to create two regiments of mercenaries under long-term contract to House Kurita. The program was so successful that Lord Kurita ordered a third regiment formed in 2976.

All Amphigean regiments are run like corporations. Commanders are responsible for turning a profit, and they get bonuses if they exceed quota. Amphigean Agriculture owns all machines and treats its MechWarriors like hired hands, not noble warriors of a heroic age. Nevertheless, Amphigean pays high wages to its mercenaries and gives them the organization and security of a government without annoying oaths of loyalty or class distinctions. In fact, Amphigean regiments are some of the few that make it a policy to promote from within. Any man or woman who can both lead MechWarriors into battle and balance an account book can go far in the Amphigean Light Assault Groups.

During the Galtor Campaign, the Light Assault Groups operated at a dead loss. By contractual agreement, the Amphigeans would have received a twelfth of any Star League cache. That loss, coupled with heavy combat losses, dropped Amphigean stock prices in the Draconis Combine.



BATTLEFORCE VALUES

1st Amphigean Light Assault Group

Regimental BattleGroup

V1-RG-(0)
V1-RG-(0)
V2-RG-(0)
V2-RG-(0)
A2-EL-(25)ECM
A1-EL-(23)ECM,
A3-EL-(20)ECM
Total Cost: 77

Rocket Company

H1-VT-(21)
H1-VT-(21)
H1-VT-(21)
Total Cost: 63

Ophiuchus's Battalion

Battalion Headquarters H5-EL-(20)ECM		
Alcibiades' Company	Epaminondias's Company	Cimon's Company
A1-VT-(23)ECM	H3-EL-(16)ECM	M2-EL-(17)
H4-VT-(23)ECM	M3-VT-(14)ECM	M6-EL-(16)
H4-VT-(23)ECM	M4-VT-(10)ESR/ECM	L3-VT-(6)ESR
Total Cost: 195		

Pollux's Battalion

Battalion Headquarters H2-EL-(18)ECM		
Phidias's Company	Lysias's Company	Solon's Company
A3-EL-(20)ECM	M2-VT-(17)	M4-EL-(10)ESR
H2-VT-(18)ECM	M6-RG-(16)	M5-EL-(8)ESR
H5-VT-(20)ECM	L2-RG-(5)ESR	L2-EL-(5)ESR
Total Cost: 161		

Themistocles' Battalion

Battalion Headquarters H4-EL-(23)ECM		
A2-EL-(25)ECM		
Philip's Company	Nicias's Company	Miltiades' Company
H5-VT-(20)ECM	M1-VT-(18)	M2-RG-(17)
H3-VT-(16)ECM	M1-EL-(18)	M6-RG-(16)
H2-EL-(18)ECM	L2-VT-(5)ESR	L4-EL-(5)ESR
Total Cost: 202		

Regimental Total

RBG	77
Rocket Company	63
Ophiuchus's Battalion	195
Pollux's Battalion	161
Themistocles' Battalion	202
SUBTOTAL	698
Experience	245
TOTAL	943

2nd Amphigean Light Assault Group

Regimental BattleGroup

V1-VT-(0)
V1-RG-(0)
V2-RG-(0)
V2-RG-(0)
M4-VT-(10)ESR/+2Arm
M6-RG-(16)
Total Cost: 32

Royal Rocket Battalion

Battalion Headquarters H3-EL-(16)		
Mackay's Company	England's Company	Bellamy's Company
A1-EL-(23)	H1-VT-(21)	M4-VT-(10)ESR
A3-EL-(20)	M1-VT-(18)	M5-VT-(8)ESR
H4-RG-(23)	L1-VT-(8)	L2-GR-(5)ESR
Total Cost: 161		

Saxton's Battalion

Battalion Headquarters H3-EL-(16)		
Keppel's Company	Gordon's Company	McNeil's Company
M2-EL-(17)	M2-VT-(17)	M4-VT-(10)ESR
M6-EL-(16)	M6-GR-(16)	M5-RG-(8)ESR
M2-EL-(17)	L4-RG-(5)	L3-RG-(6)ESR
Total Cost: 137		

Chaldean's Battalion

Battalion Headquarters L3-EL-(6)+2Arm/ESR		
Lahariel's Company	Chabri's Company	Medorin's Company
H5-VT-(20)	M5-VT-(8)ESR	M4-EL-(10)ESR
M6-VT-(16)	M1-RG-(18)	M5-VT-(8)ESR
M2-VT-(17)	L1-RG-(8)	L2-VT-(5)ESR
Total Cost: 134		

Regimental Total

RBG	32
Rocket Battalion	161
Saxton's Battalion	137
Chaldean's Battalion	134
SUBTOTAL	464
Experience	151
TOTAL	615

82ND GALEDON ARTILLERY



Commander: Colonel John Henry Westman
 Primary Mission: Assault Support
 Strength: 135% listed
 Standard fighting rating: Veteran
 Losses: 0.000%
 BattleForce Value: 299 points

The 82nd Galedon Artillery has the unique distinction of being the only unit involved in the Galtor Campaign that did not lose a single man or machine. Under the direct control of General Samonov, the unit participated in many operations during the campaign, always acquitting itself admirably.

Three days before the Benjamin Regulars withdrew, the artillery transferred out of campaign.

BATTLEFORCE VALUES

Battery One Ar2-EL-(30) Ar2-VT-(30) Ar2-VT-(30)	Battery Two Ar2-EL-(30) Ar2-VT-(30) Ar2-RG-(30)	Defense Company V3-VT-(16) V3-VT-(16) V4-RG-(13)
Recon A V7-VT-(4)ESR V8-VT-(2)ESR V6-VT-(9)ESR	Recon B V1-RG-(0)ESR V2-RG-(0)ESR V7-RG-(4)ESR	'Mech Recon L3-RG-(6)ESR L2-RG-(5)ESR L3-RG-(14)ESR

Regimental Total

Battery One	90
Battery Two	90
Defense Company	45
Recon A	15
Recon B	4
'Mech Recon	25
SUBTOTAL	269
Experience	30
TOTAL	299



KISMET BATTALION, 7TH SWORD OF LIGHT REGIMENT



Commander: Colonel Tiresius
 "Blood and Guts" Oliver
 Primary Mission: Assault
 Strength: 125% listed
 Standard fighting rating: Elite, Heavy
 Losses: 125%
 BattleForce Value: 423 points

BATTLEFORCE VALUES

Battalion Headquarters

A2-EL-(25)ECM/+2Fp
 A3-EL-(20)ECM/+2Fp
 Total Cost: 57

Assault Company H4-EL-(23)ECM H5-EL-(20)ECM H1-EL-(21)ECM	Support Company H2-EL-(18)ECM H4-EL-(23)ECM H1-EL-(21)ECM	Recon Company M2-EL-(17)ESR/ECM M4-EL-(10)AEP/ECM L1-EL-(8)ESR/ECM
Total Cost: 204		

Battalion Total

Battalion Headquarters	57
Assault Company	73
Support Company	71
Recon Company	60
SUBTOTAL	261
Experience	162
TOTAL	423

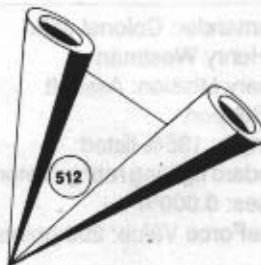


MOROUSHI'S INDEPENDENT ASSAULT BATTALION



Commander: Colonel Hector Moroushi
 Primary Mission: Assault
 Strength: no listing available
 Standard fighting rating: Veteran
 Losses: 89.112%
 BattleForce Value: 305 points

512TH IMPERIAL ARTILLERY BATTALION



Commander: Colonel Chuan Kau
 Primary Mission: Fire Support
 Strength: 112% listed
 Standard fighting rating: Veteran
 Losses: 25.333%
 BattleForce Value: 342 points

BATTLEFORCE VALUES

Battalion Headquarters

M3-VT-(14)ESR
 M1-VT-(18)
 Total Cost: 35

Air Squadron

*H2-VT-(24)
 *L1-VT-(6)B10
 Total Cost: 32

Company Orange	Company Blue	Company Green	Company Black
H2-VT-(18)	L1-VT-(8)	M2-VT-(17)	V5-EL-(9)
H3-VT-(16)	L1-RG-(8)	M6-RG-(16)	V4-EL-(13)
M6-VT-(16)	M4-RG-(10)ESR	M1-RG-(18)	V3-VT-(16)

Total Cost: 168

Battalion Total

Battalion Headquarters	35
Company Orange	50
Company Blue	29
Company Green	51
Company Black	38
SUBTOTAL	203
Experience	102
TOTAL	305

BATTLEFORCE VALUES

Battalion Headquarters

L3-VT-(6)ESR/AEP
 L2-RG-(5)ESR
 Total Cost: 27

Battery One

Ar2-VT-(30)
 Ar2-VT-(30)
 Ar2-RG-(30)

Battery Two

Ar2-VT-(30)
 Ar2-VT-(30)
 Ar2-RG-(30)

Defense Company

Ar1-VT-(16)
 Ar1-RG-(16)
 V7-RG-(4)

Transport Company

V2-GR-(0)ESR
 V2-GR-(0)ESR
 V2-GR-(0)ESR

Supply Company

I3-GR-(4)
 I3-GR-(4)
 I3-GR-(4)

Recon A

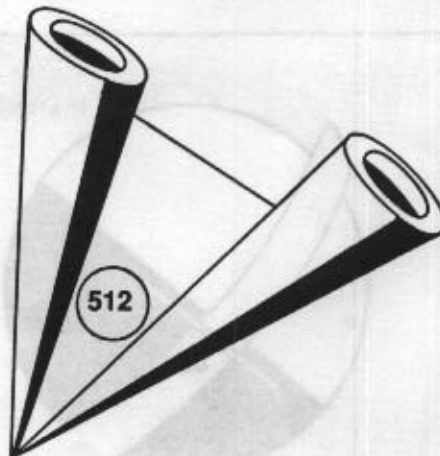
V6-EL-(9)ESR
 V7-VT-(4)ESR
 V2-VT-(0)ESR

Recon B

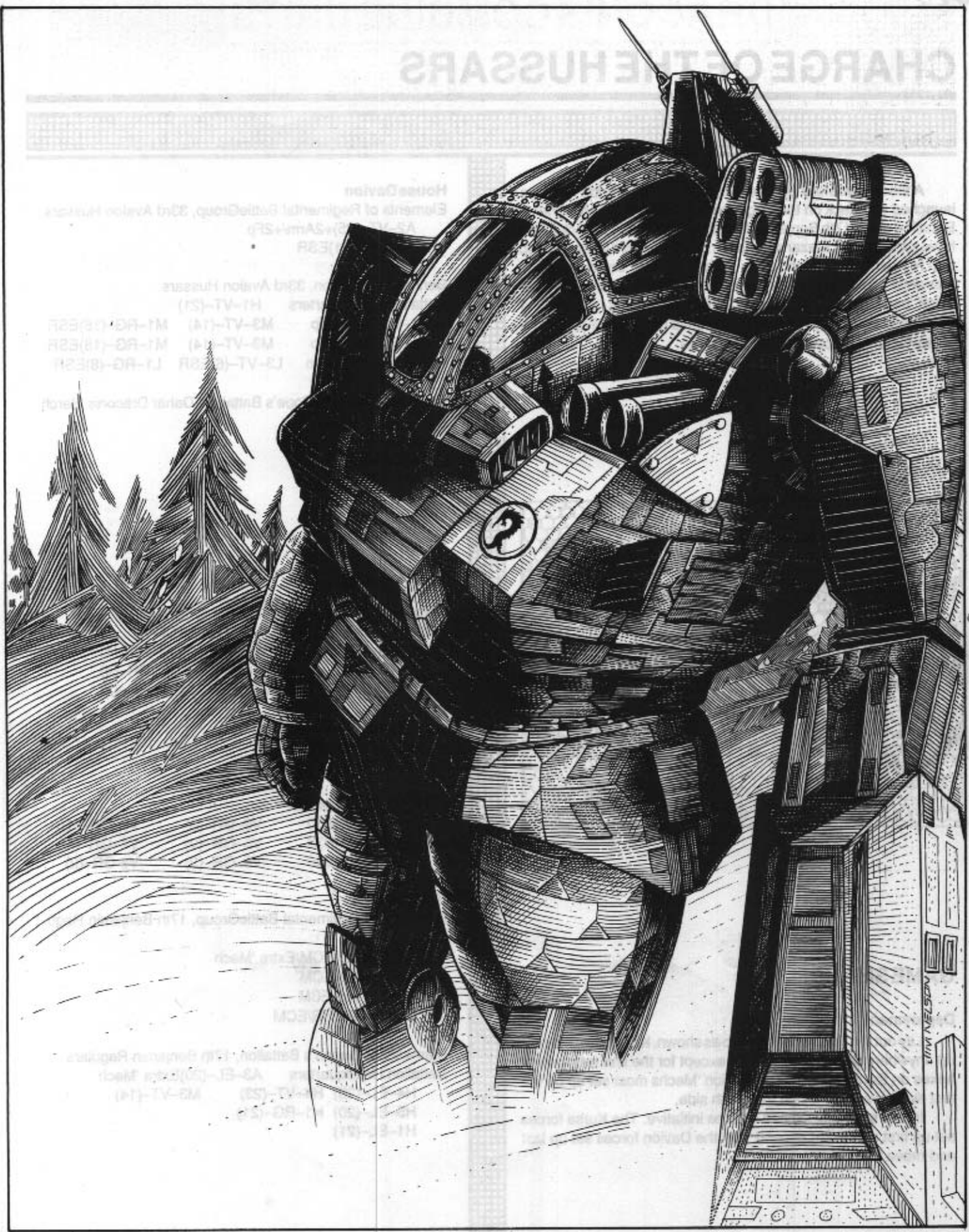
V6-RG-(9)ESR
 V7-RG-(4)ESR
 V2-GR-(0)ESR

Battalion Total

Battalion Headquarters	27
Battalion	259
SUBTOTAL	286
Experience	56
TOTAL	342



CHARGE OF THE HUSSARS



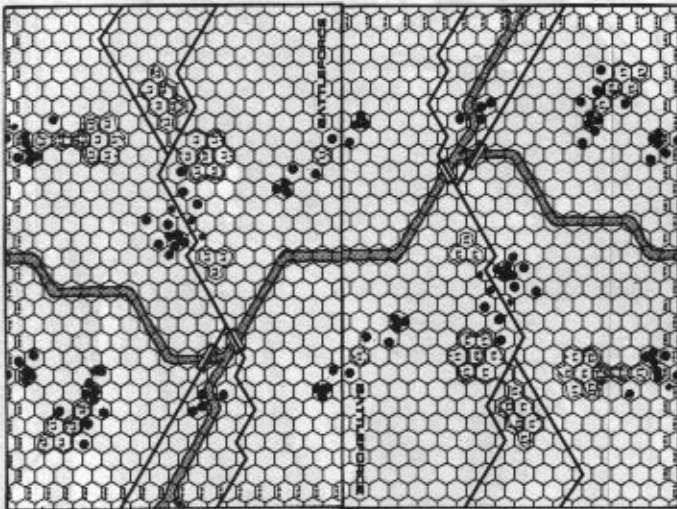
House Davion
Elements of Regimental Battle Group, 30th Avalon Hussars
AS-10 (S&M)-S70
1838
30th Avalon Hussars
HI-VT-1 (S1)
M3-VT-1 (A) M1-RG-1 (S2)
M3-VT-1 (M) M1-RG-1 (S2)
L3-VT-1 (S) L1-RG-1 (S2)
The Duke's Battle Group (not)

30th Avalon Hussars
AS-10 (S&M)-S70
M3-VT-1 (S1)
M3-VT-1 (A)
M3-VT-1 (M)
L3-VT-1 (S)

LIM NELSON

CHARGE OF THE HUSSARS

Although woefully understrength, the 33rd Avalon Hussars launched an attack on the Regimental BattleGroup and Gonen's Battalion of the 17th Benjamin Regulars. The Davion attack might have succeeded if Elazar's Battalion had not arrived in time to stop the Hussar penetration. With Elazar pinned down, General Mandella could have destroyed Gonen's Battalion, smashed the weak base camp, and trapped Elazar's 'Mechs against the minefields. A disaster of such proportions might have ended the entire Galtor Campaign in the first battle.



GAMESET-UP

Deployment

Lay out the **BattleForce** map as shown. Kurita units may set up anywhere on either mapsheet except for the first two rows of hexes on the south side. The Davion 'Mechs must set up on the first two rows of hexes on the south side.

In this scenario, Davion has the initiative. The Kurita forces set up first and move second, and the Davion forces set up last and move first.

House Davion

Elements of Regimental BattleGroup, 33rd Avalon Hussars

A2-VT-(25)+2Arm/+2Fp

H1-GR-(21)ESR

Benham's Battalion, 33rd Avalon Hussars

Battalion Headquarters H1-VT-(21)

A1-EL-(23)+2Fp M3-VT-(14) M1-RG-(18)ESR

A1-EL-(23)+2Fp M3-VT-(14) M1-RG-(18)ESR

H4-EL-(23)+2Arm L3-VT-(6)ESR L1-RG-(8)ESR

Garcia's Company, Pope's Battalion, Dahar Draconis March Militia

M3-RG-(14)

M3-RG-(14)

M5-VT-(8)

Off-Board Artillery

V1-VT-(30)

V1-VT-(30)

V1-VT-(30)

Owen Roe O'Neill's Legion, Galtor Irregulars

Legion Headquarters V1-VT-(0)ECM

V4-RG-(13) V5-RG-(9) V7-RG-(4)

V4-RG-(13) V5-RG-(9) V7-RG-(4)

V3-VT-(16) V8-RG-(2)ESR V8-RG-(2)

V6-RG-(8) I3-GR-(4)

V6-RG-(8) I3-GR-(4)

V6-RG-(8) I3-GR-(4)

Galtor Flying Squadron

*L1-RG-(6)B30 V6-RG-(8) V7-RG-(4)

*L2-RG-(8)B30 V5-RG-(9) V7-RG-(4)

*L2-RG-(8)B30 V8-RG-(2) V8-RG-(2)

House Kurita

Elements of Regimental BattleGroup, 17th Benjamin Regulars

A2-EL-(25)ECM/Extra 'Mech

A1-EL-(23)ECM

H1-VT-(21)ECM

L3-VT-(8)ESR/ECM

Elements of Gonen's Battalion, 17th Benjamin Regulars

Battalion Headquarters A3-EL-(20)Extra 'Mech

H4-EL-(23) H4-VT-(23) M3-VT-(14)

H5-EL-(20) H1-RG-(21)

H1-EL-(21)

Special Rules

Reinforcements

At the beginning of every game turn, the Kurita player rolls 2D6 and receives the reinforcements indicated on the Reinforcements Table. These forces may enter the game on any hex along the north side of the board and may move and fire in the same turn that they appear. Once a group of reinforcements is used, subsequent die rolls yielding the same result cause no reinforcements to be available that turn.

NOTE: If the Davion player used his off-board artillery on the previous turn, add 2 to the die roll.

REINFORCEMENTS TABLE

Die Roll (2D6)	Units	
2	*H1-EL-(15)	Air Lance
3	*H1-EL-(15)	Air Lance
4	*H1-EL-(15)	Air Lance
5	M4-RG-(10)	Gonen's Battalion
6	M4-VT-(10)	Gonen's Battalion
7	V3-RG-(16)	Artillery Defense Company
	V4-RG-(13)	
8-9	H5-RG-(20)	Gonen's Battalion
10	Ar1-VT-(16)	RBG Artillery
	Ar1-RG-(16)	
	Ar1-RG-(16)	
11-12	A1-EL-(20)+2 Fp	Elazar's Battalion
	A1-EL-(23)+2 Fp/+2 Arm	
	H4-EL-(23)+2 Arm	
	M6-RG-(16)	
	M2-RG-(17)	
	M6-RG-(16)*	

*Step one loss

Davion Off-Board Artillery

Three batteries of Long Tom Artillery supported the Hussars' assault. Although these units lent a powerful punch to the attack, moving the barrage to Gonen's Battalion freed Elazar's Battalion to strike at Davion's left flank.

The Davion commander may attack any three hexes on the board within line-of-sight to any of his units. The attack has a slight chance of straying from its intended target hex.

The Kurita player may not attack the off-board artillery units.

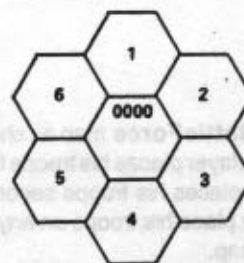
During this battle, the off-board artillery was also responsible for harassing Elazar's Battalion. Therefore, during this scenario, when the Davion player uses the artillery to attack Gonen's Battalion, he increases the chance of freeing Elazar's 'Mechs. Whenever the Davion player uses his off-board artillery, the Kurita player may add 2 to his next turn's roll for reinforcements.

Procedure

1. At the beginning of the Attack Phase (before air attacks are resolved), announce the target hex for each artillery piece, making sure an undisrupted friendly unit can see the target hex. Artillery has no effect on air units.

2. Roll 1D6. If the result is a 6, the attack has strayed from its target hex. Go to Step 3. If any other number is rolled, proceed to Step 4.

3. If the attack has strayed, use the Scatter Diagram to determine where the shell lands. Roll 1D6 twice. The first die roll determines the direction in which the shell scatters, and the second die roll determines the number of hexes away from the original hex where the shell lands.



Scatter Diagram

4. Off-board artillery attacks every unit and building within a hex, enemy or friendly, with a strength of 15.

Use this attack strength to calculate a normal attack. All terrain and experience modifiers apply to an attack. Refer to **Deployment** to find the experience level of the off-board artillery.

5. Repeat steps 1 through 4 until all artillery has fired.

Victory Conditions

Use the Standard Victory Conditions with these modifications:

The Davion player gains 5 victory points for each non-'Mech unit and 10 points for each 'Mech unit that he can exit off the north side of the map BEFORE Elazar's Battalion arrives as reinforcements.

If the Kurita player prevents the Davion player from exiting any units off the north side of the map before Elazar's Battalion arrives, he gains 100 victory points.

The game is over when either the Davion player exits all his units off the north end of the map, one side is completely destroyed, or by mutual agreement.

THE GUARDS' FINEST HOUR

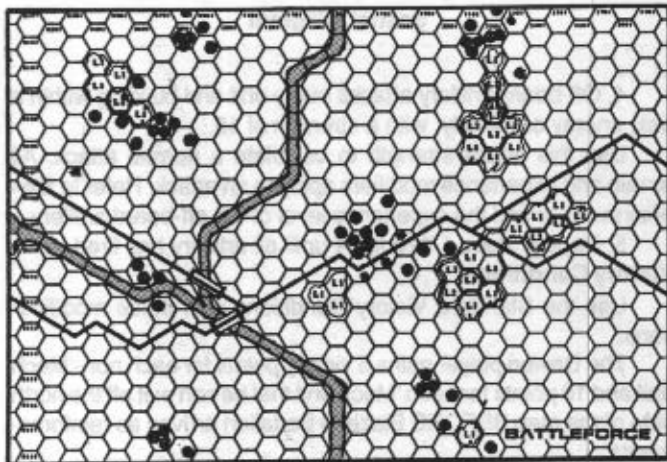
After the withdrawal of the 33rd Hussars, the 782nd Davion Guard Auxiliary was left to its fate. The powerful 3rd Benjamin Regulars slowly wound its way through the minefields and launched an attack against the fake storehouse and the hulks of the DropShips. Hidden in their holes, the infantry tried to inflict as much damage as possible on the regiment.

The action simulated here is the 3rd Benjamin's final assault on the fake depot. Battles with Elazar's Battalion and some preliminary bombing had already reduced the strength of the infantry. With its close assault ability still intact, however, the infantry proved to be a formidable foe to the 3rd.

GAME SET-UP

Deployment

Lay out a single **BattleForce** map as shown. Kurita has the initiative. The Davion player places his troops first and moves last, and the Kurita player places his troops second and moves first. The Kurita player may place his troops on any north, south, east, or west edge of the map.



The Davion player may place his troops anywhere on the map. All his infantry units start out hidden (their locations should be written down on a piece of paper).

In addition, the Davion player must designate the location of the entrance to the storehouse. To do this, he chooses seven DropShip counters: one *Overlord* counter, four *Leopard* counters, and two *Union* counters. The *Leopard* and *Union* counters represent actual DropShip hulks placed by the Davion forces to fool the Kurita units. The *Overlord* DropShip counter, however, represents the entrance to the false storehouse.

These counters, WITH BLINDS, can be placed anywhere on the board.

House Davion

782nd Guard Auxiliary

I2-EL-(6) ECM/+2Fp I1-EL-(3)+2Fp

I2-EL-(6) ECM/+2Fp I1-EL-(3)+2Fp

I1-EL-(3) ECM/+2Fp I4-EL-(3)+2Fp

I1-EL-(3) ECM/+2Fp

I3-EL-(4) +2Fp Ar1-VT-(16) V7-RG-(4)ESR

I3-EL-(4) +2Fp Ar1-VT-(16)* V7-RG-(4)ESR**

I3-EL-(4) +2Fp*

Mine points: 50 (see **Special Rules** below)

Elements of 22nd Special Air Squadron

*H2-EL-(24) H2-EL-(24)

*M2-VT-(15)B15 M2-RG-(15)B15

*L2-RG-(8)

House Kurita

3rd Benjamin Regulars

Ismail's Battalion

Battalion Headquarters A2-VT-(25)ECM

H5-VT-(20)ECM H1-RG-(21)ECM M5-GR-(8)ESR

H4-VT-(23)ECM M1-RG-(18)ECM L3-GR-(6)ESR

H2-RG-(18)ECM L1-RG-(8)ECM L2-GR-(5)ESR

Shazli's Battalion

Battalion Headquarters A1-EL-(23) +2Fp

H3-VT-(16) H1-VT-(21) M3-RG-(14)

H3-VT-(16) M4-VT-(10)ESR M3-RG-(14)

H3-RG-(16) L2-GR-(5)ESR M4-GR-(10)

Gamasy's Battalion

Battalion Headquarters A3-VT-(20)+2Arm

H4-VT-(23) H5-VT-(20) M2-RG-(17)*

H2-VT-(18)* H5-VT-(20) M6-RG-(16)**

H2-RG-(18)* H4-GR-(23)** M5-RG-(8)

Air Squadron

*H1-RG-(14)

*M1-RG-(10)

*L1-RG-(6)B30

*Step one loss

**Step two loss

Special Rules

Minefields

The countless mines employed around the fake Star League storehouse forced the battalion commanders of the 3rd Benjamin Regulars to change their tactics. It also allowed the infantry a chance to isolate and destroy individual lances. In most battles, MechWarriors never worry about the slow-moving, poorly equipped infantry. In a minefield, however, the distraction and irritation constantly interfered with any concentrated movement. They slowed down the attack long enough for the infantry to close in.

To simulate this dilemma, each time a Kurita ground unit moves, it must roll once against the -6 column of the Combat Results Table (CRT). The effects occur immediately after the Movement Phase. Even jump-capable 'Mechs must make this roll at the end of their movement.

The experience of the defending unit modifies the -6 column attack. Units that do not move are not required to make this roll. Only Kurita units must make this roll; all Davion units are immune to the mines.

In addition to these mines, the Davion player has 50 points of mines that he can divide and place anywhere on the board (except for the edge hexes). These mines act normally.

DropShip Hulks

In this scenario, all DropShips are hulks without any combat or movement capability. Their thick hides, however, provide protection for infantry and artillery units. By moving into a DropShip hex, one infantry or artillery unit can declare that it is hiding, thus adding 5 points to its defense value immediately.

The Davion player cannot place Hidden Infantry inside a hulk.

If units are destroyed within a hulk, the hulk remains and may protect another unit the next turn.

Only infantry and artillery units receive protection from a hulk.

DropShip blinds may not be removed until a Kurita unit moves into the same hex as the DropShip. Once a Kurita player removes a blind, it may not be replaced even if the Kurita move out of line-of-sight.

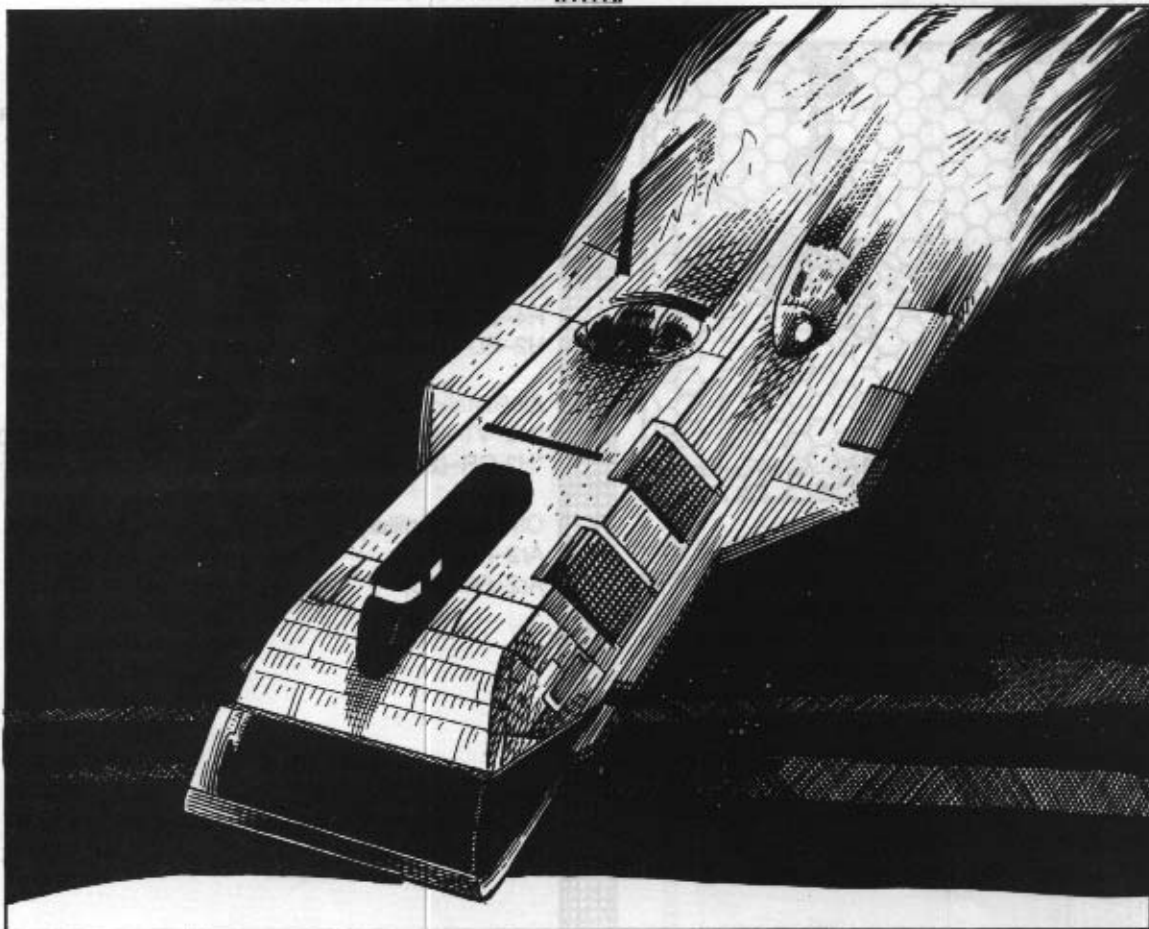
Victory Conditions

The Kurita player receives 20 points for each DropShip hulk captured and 50 points for capturing the fake Storehouse.

The Kurita gains no victory points for destroying Davion units EXCEPT for the air lances of the 22nd Special Air Squadron.

The Davion player gains victory points normally (by destroying Kurita units).

The game ends either when all Davion units are destroyed, when Kurita units capture *all* DropShip hulks, or when Kurita losses exceed twelve air or ground units.



LIFE AND DEATH IN THE BIG CITY

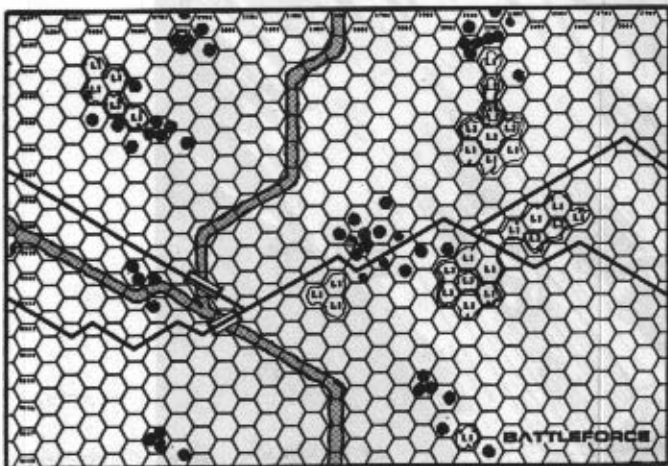
The 5th Galedon Regulars have smashed into New Derry in five columns. At first, the Kurita attackers thought that only a battalion of 'Mechs from the 12th Vegan Rangers defended the northern approaches into the city—no one expected the ferocious Lone Wolf Regiment. Nevertheless, a lucky break almost dropped the city into the Draconis Combine's lap.

The 5th Galedon attacked in five columns of about two companies each. Four were stopped cold in the tangled ruins of the industrial centers north of the city center. The fifth struck at the heart of the defense in Elliot Park. Because of poor Davion reconnaissance, the entire column passed through the outer defenses undetected and surprised the Regimental BattleGroup stationed in the park. Only the timely arrival of a flying reserve saved the Davion supplies and equipment. If the supplies had been destroyed and Commander William Dobson killed, the 8th Galedon Regulars' attack the next day would have easily subjugated the city.

GAME SET-UP

Deployment

Lay out the **BattleForce** map as shown in the diagram. The Davion player must place five units east of the 0900 column of hexes and the rest of his command west of the 1600 column of hexes.



The Kurita player must place all his ground units in river hexes. All Kurita air lances begin the game off-board and may appear on any edge hex during the first turn.

The Kurita player has the initiative, setting up last and moving first.

House Davion

Elements of Dahar Draconis March Militia's and Galtor Irregulars'

Regimental BattleGroups

V1-RG-(0)
 V1-RG-(0)
 V1-RG-(0)
 V1-RG-(0)
 V2-RG-(0)
 V2-RG-(0)ESR
 H4-EL-(23)
 A1-EL-(23)

Artillery Battery, Yao-hsiang's Brigade, Galtor Irregulars

Ar1-GR-(16) V8-GR-(2)ESR
 Ar1-GR-(16) V8-GR-(2)ESR
 Ar2-RG-(30)

DropShip "Marion Davies"

Leopard-VT-(24)

Elements of Hakim's Company, Lone Wolves

V5-RG-(9)
 V8-RG-(2)ESR

Brothers of Israel, Lone Wolves

L3-EL-(6)ESR/+2Arm

Mine Points:

The Davion player may place 100 Mine Points in any hex he chooses.

House Kurita

Elements from 5th Galedon Regulars

A1-EL-(23) M5-VT-(8)
 H5-EL-(20) M4-RG-(10)
 H4-EL-(23) M3-GR-(14)
 H2-EL-(18)

Air Battalion, 5th Galedon Regulars

*H2-VT-(24) *M1-GR-(10) *L1-GR-(6)B30
 *H2-GR-(24) *L1-GR-(6)B30

Off-Board Artillery

Ar2-RG-(30)
 Ar2-RG-(30)

Special Rules**Off-Board Artillery**

See Scenario One (**Charge of the Hussars**) for rules on Off-Board Artillery.

Davion Reinforcements

At the beginning of each turn, the Davion player rolls 1D6 to determine which reinforcements will appear. Once a kind of reinforcement appears, a similar die roll brings in no reinforcements. All reinforcements must appear on the eastern edge of the map.

REINFORCEMENTSTABLE

Die Roll (1D6)	Units
1-4	No Reinforcements
5	Air Lance, Gallor Flying Squadron *L1-RG-(6)B15 *L2-RG-(8)B5* *L2-RG-(8)B30
6	Flying Reserve *M2-VT-(17)+2Arm *L4-RG-(5) *H2-EL-(18)ECM/+2Arm

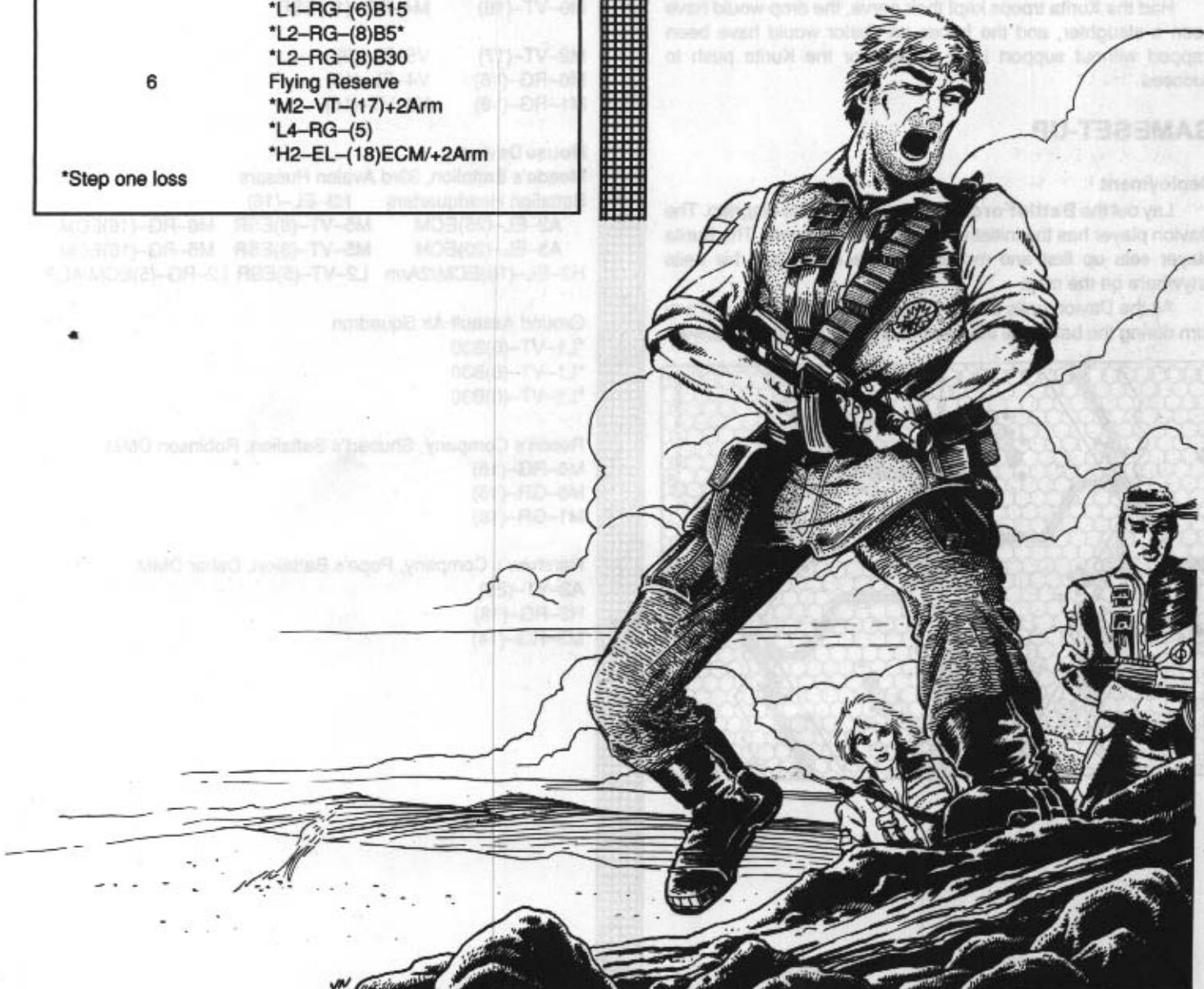
*Step one loss

Victory Conditions

Besides gaining victory points for destroying enemy units, the Kurita player receives 10 additional victory points for each V1 or V2 vehicle counter he destroys. He gains 25 victory points for destroying the DropShip (in addition to its normal victory point cost). Finally, he gains 50 victory points for destroying the A1 Assault Lance of the Davion Regimental BattleGroup. (This unit contains Sir William Dobson.)

The Davion player receives the normal victory points for destroying Kurita lances.

The game ends when one side is completely destroyed or when the Kurita player exits his remaining units off the map after destroying either all six V1 and V2 counters or three V1 and V2 counters and the DropShip "Marion Davies."



DECISION AT MARDUK

One of the most important battles of the Galtor Campaign was not fought on Galtor, but on the nearby planet Marduk. Moroushi's crack independent assault battalion crushed the defending forces on the planet in the early days of the campaign, thereby cutting off Galtor III from any reinforcements. Until Marduk was recaptured, Galtor was isolated.

Three months later, Meade's Battalion of the 33rd Avalon Hussars, reinforced with a number of smaller units, launched an attack against the planet. Expecting such a move, Moroushi gathered together the entire battalion to strike when the dropping force touched down. He did not, however, count on the bravado of the 33rd Avalon Hussars, who dropped right on top of Moroushi's men in a classic hot assault. The move so unnerved his company commanders that the Davion forces completed the drop with minimum casualties and crushed the Kurita forces.

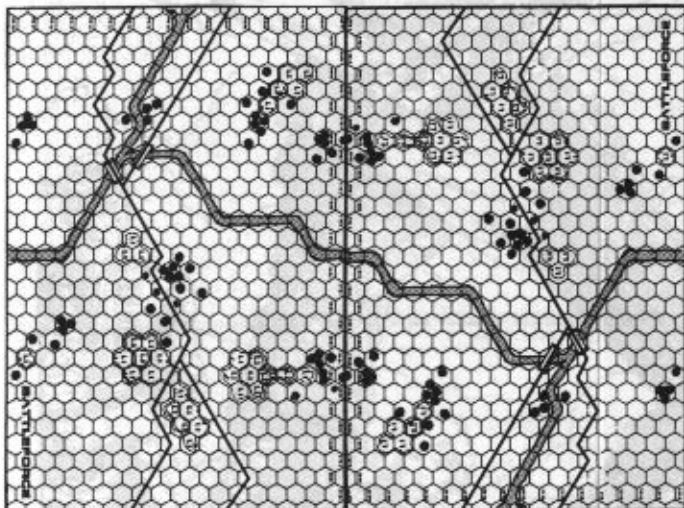
Had the Kurita troops kept their nerve, the drop would have been a slaughter, and the forces on Galtor would have been trapped without support long enough for the Kurita push to succeed.

GAMESET-UP

Deployment

Lay out the **BattleForce** map as shown in the diagram. The Davion player has the initiative throughout the game. The Kurita player sets up first and moves last. He may place his units anywhere on the map.

All the Davion units began in space. They may drop on any turn during the battle. All the rules of dropping must be followed.



House Kurita

Moroushi's Independent Assault Battalion

Battalion Headquarters

M3-VT-(14)ESR

M1-VT-(18)

Air Squadron

*H2-VT-(24)

*L1-VT-(6)B10

DropShip "Electrophore"

Union-RG-(39)

H2-VT-(18)

L1-VT-(8)

H3-VT-(16)

L1-RG-(8)

M6-VT-(16)

M4-RG-(10)ESR

M2-VT-(17)

V5-EL-(9)

M6-RG-(16)

V4-EL-(13)

M1-RG-(18)

V3-VT-(16)

House Davion

Meade's Battalion, 33rd Avalon Hussars

Battalion Headquarters H3-EL-(16)

A2-EL-(25)ECM

M5-VT-(8)ESR

M6-RG-(16)ECM

A3-EL-(20)ECM

M5-VT-(8)ESR

M6-RG-(16)ECM

H2-EL-(18)ECM/2Arm

L2-VT-(5)ESR

L2-RG-(5)ECM/AEP

Ground Assault Air Squadron

*L1-VT-(6)B30

*L1-VT-(6)B30

*L1-VT-(6)B30

Rosen's Company, Shubert's Battalion, Robinson DMM

M6-RG-(16)

M6-RG-(16)

M1-RG-(18)

Harshaw's Company, Pope's Battalion, Dahar DMM

A2-VT-(25)

H2-RG-(18)

M3-RG-(14)

Special Rules

The unexpected hot assault caught Moroushi's company commanders completely unprepared. Therefore, during the first turn only, all Kurita forces must make a disruption check. All disruption checks are carried out before the first Davion turn.

Disrupted units may not fire on or spot the dropping Davion forces.

Victory Conditions

Use standard victory conditions. The game ends when one side is destroyed. Players may not retreat their forces off the map.



VEGANS TO THE RESCUE

The 12th Vegan Rangers fought many pitched battles with Draconis Combine regiments during the Galtor Campaign. One of the bloodiest was the relief of the 33rd Avalon Hussars. On a moonless night, the Rangers struck the gap between the 17th and the 11th Benjamin Regulars, shattering the defending companies.

To block the penetration, two companies of 17th Benjamin troops pulled out of line, thereby leaving a huge gap for the battered remains of the 33rd Avalon Hussars to pass through. The battle quickly turned into a fight for survival for the two Benjamin Regular regiments.

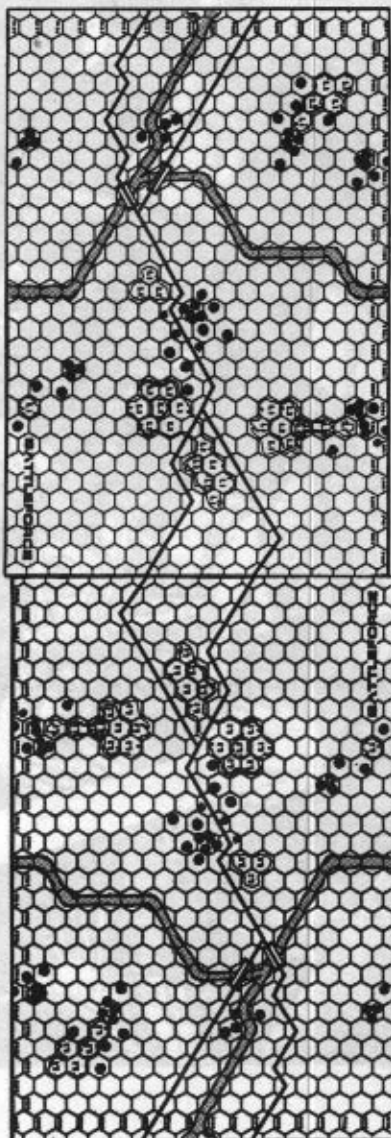
The scenario below is the final push by the 12th Vegans to smash the Kurita line. It was repulsed, but had it been successful, both regiments might have been destroyed.

GAME SET-UP

Deployment

Lay out the **Battle-Force** maps as shown in the diagram. The Kurita player may set up anywhere on the board except for the first two rows of hexes on the south map edge. The Kurita player sets up first and moves second.

The Davion player must set up his units anywhere within the first two rows of the south map edge. The Davion player has the initiative. He may set up second and move first.



House Davion

12th Vegan Rangers
Regimental BattleGroup
A2-EL-(25)ECM/Extra 'Mech
A1-EL-(23)ECM/+2Arm
H4-EL-(23)ECM/+2Fp

Air Squadron

*H2-EL-(24)
*L2-EL-(8)B30

Bragg's Battalion

Battalion Headquarters	H3-EL-(16)ECM	
A1-EL-(23)ECM	H1-EL-(21)ECM	M6-VT-(16)ECM
A3-EL-(20)ECM	H1-VT-(21)ECM	M6-VT-(16)ECM
H4-EL-(23)ECM	M1-VT-(18)ECM	M2-RG-(17)ECM

McCullough's Battalion

Battalion Headquarters	H3-EL-(16)AEP	
A1-EL-(23)ECM	H5-VT-(20)ECM	L3-VT-(6)ESR
H2-EL-(18)ECM	L4-RG-(5)ECM	M5-RG-(8)ESR
H2-EL-(18)ECM	L4-RG-(5)ECM/ESR	M5-RG-(8)ESR



House Kurita

17th Benjamin Regulars
 Elements of Regimental BattleGroup
 A2-EL-(25)ECM/Extra 'Mech
 A1-EL-(23)ECM*
 H1-VT-(21)ECM**
 L3-VT-(6)ESR

Air Squadron

*H1-EL-(14)
 *H1-EL-(14)
 *H2-EL-(24)
 *L2-EL-(8)

Elements of Elazar's Battalion

Battalion Headquarters H2-VT-(18)
 A3-EL-(23)ECM
 M5-RG-(8)ESR
 H4-EL-(23)ECM

Elements of Sharon's Battalion

H5-VT-(20)ECM
 L3-RG-(6)ECM
 L3-RG-(6)ECM
 M5-RG-(8)ESR

11th Benjamin Regulars

Elements of Regimental BattleGroup
 L3-EL-(8)+2 Arm/ECM/ESR

Holgarth's Battalion

Battalion Headquarters M6-VT-(16)
 H5-GR-(20) M5-VT-(8) M3-GR-(14)
 H2-EL-(18)* M4-RG-(10) M2-GR-(17)
 L4-RG-(5)ESR** L1-GR-(8)

Mine Points:

The Kurita player may place 100 mine points anywhere on board except for the first two hex rows on the south edge.

*Step one loss

**Step two loss

**Special Rules****Kurita Reinforcements**

At the beginning of each turn, the Kurita player rolls 2D6 to determine which reinforcements will appear. Once a type of reinforcements has appeared, subsequent die rolls yielding the same result bring in no reinforcements. All reinforcements must appear on the northern map edge.

REINFORCEMENTSTABLE

Die Roll(2D6)	Units
1-3	No reinforcements
4	Elements from Swift's Battalion, 11th Benjamin Regulars Battalion Headquarters L3-VT-(6) M2-RG-(17) L2-VT-(5) M2-RG-(17) L2-VT-(5) M4-RG-(10)
5-6	Elements from Sharon's Battalion, 17th Benjamin Regulars H3-VT-(16) H3-VT-(16) M3-VT-(14)
7-9	Air Squadron, 11th Benjamin Regulars *H1-RG-(14) *L2-RG-(8)B30
10	Gonen's Battalion, 17th Benjamin Regulars Battalion Headquarters A3-EL-(20)Extra 'Mech H4-EL-(23) H4-VT-(23) M3-VT-(14)* H5-EL-(20) H5-RG-(20)** M4-RG-(10) H1-EL-(21) M4-VT-(10)
11-12	De Alba's Battalion, 11th Benjamin Regulars Battalion Headquarters M4-EL-(10)ECM/+2Arm M3-GR-(14)ECM L2-VT-(5)ECM L4-VT-(5)ECM M3-RG-(14)ECM L3-GR-(6)ECM L2-GR-(5)ECM/ESR M5-GR-(8)ECM L3-RG-(6)ECM L1-RG-(8)

*Step one loss

**Step two loss

Special Rules**Night Fighting**

The 12th Vegans attacked on a moonless night. To simulate night fighting, use the following rules.

ESR range is reduced from five hexes to two hexes. Units with +2 ESR ability may detect enemy units out to three hexes.

Light Woods block line-of-sight just as Heavy Woods do. Light buildings hide 'Mechs as other buildings do.

All ranged combat has an additional -2 column shift modifier. Darkness has no effect on close combat.

Subtract 1 from the result on all disruption rolls.

Victory Conditions

Standard victory conditions apply with the following additions.

The Davion player receives the full victory point total for every Davion unit he moves off the north edge of the map. These units are assumed to attack the "soft targets" of the Benjamin Regulars' RBG.

The game is over when either all Davion units have exited the north edge of the map, or when, at the end of the Kurita player's Attack Phase, the 12th Vegan Rangers' total losses exceed 15 air and/or ground units. Davion units that exit off the board do not appear toward this total.

THE FINAL PUSH

[NOTE: The following three scenarios can be linked together to form a single, unbroken chain of battles. Units in the first scenario will appear in the second and third scenarios as well.]

The Raman DMM regiment died fighting. All three battalions stubbornly battled overwhelming forces before being destroyed.

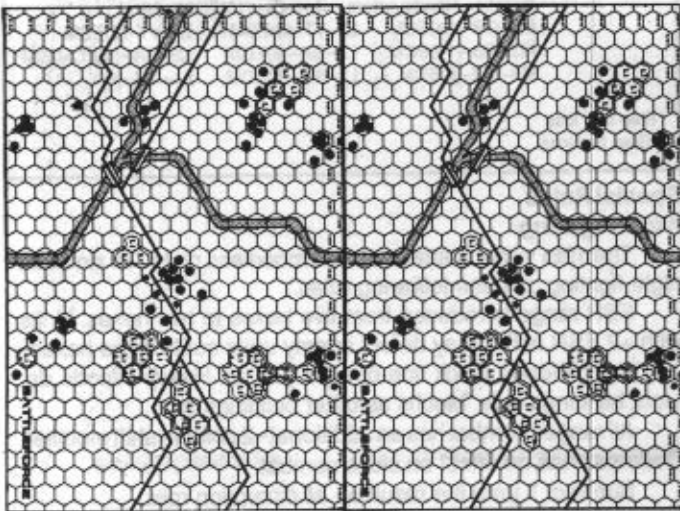
This scenario pits the ragged remains of the Raman DMM against the entire 1st Amphigean Light Assault Group. Although the odds are in favor of the Amphigeans, the more damage that the Raman DMM inflicts on the Kurita regiment, the easier it will be for the 12th Vegan Rangers to win the next scenario.

Because victory points gained in this scenario can be used to buy troops in the next battle, a decisive victory by the Amphigeans can strengthen their position in the next scenario.

GAME SET-UP

Deployment

Lay out the **BattleForce** maps as shown in the diagram. The Davion player sets up first and moves second. The Kurita player does not set up his troops on the board; they will drop from the sky. The Kurita player moves first, following all the rules of dropping. He may drop some, none, or all his troops every turn.



House Davion

Finnegan's Battalion, Raman Draconis March Militia

Battalion Headquarters M3-VT-(14)**

M2-RG-(17) L4-RG-(5)ESR L2-RG-(5)ESR

M1-VT-(18)* L3-GR-(6)*** M3-RG-(14)

M5-RG-(8)***

MacNeill's Battalion, Raman Draconis March Militia

Battalion Headquarters H5-VT-(20)

L3-GR-(6) L2-RG-(5) M5-RG-(8)ESR

L3-GR-(6) L3-GR-(6) M4-GR-(10)ESR

L5-GR-(6) L4-GR-(6)* L1-GR-(8)ESR

Air Squadron

*L2-RG-(8)B30

*L2-RG-(8)B30

House Kurita

1st Amphigean Light Assault Group

Regimental BattleGroup Rocket Company

A2-EL-(25)ECM H1-VT-(21)

A1-EL-(23)ECM H1-VT-(21)

A3-EL-(20)ECM H1-VT-(21)

Ophiuchus's Battalion

Battalion Headquarters H5-EL-(20)ECM

A1-VT-(23)ECM H3-EL-(16)ECM M2-EL-(17)

H4-VT-(23)ECM M3-VT-(14)ECM M6-EL-(16)

H4-VT-(23)ECM M4-VT-(10)ESR L3-VT-(6)ESR

Pollux's Battalion

Battalion Headquarters H2-EL-(18)ECM

A3-EL-(20)ECM M2-VT-(17) M4-EL-(10)ESR

H2-VT-(18)ECM M6-RG-(16) M5-EL-(8)ESR

H5-VT-(20)ECM L2-RG-(5)ESR L2-EL-(5)ESR

Themistocles' Battalion

Battalion Headquarters

H4-EL-(23)ECM

A2-EL-(25)ECM

H2-EL-(18) M1-EL-(18) M2-RG-(17)

H5-VT-(20) M1-VT-(18) L4-EL-(5)ESR

*Step one loss

**Step two loss

***Step three loss



SCENARIO I

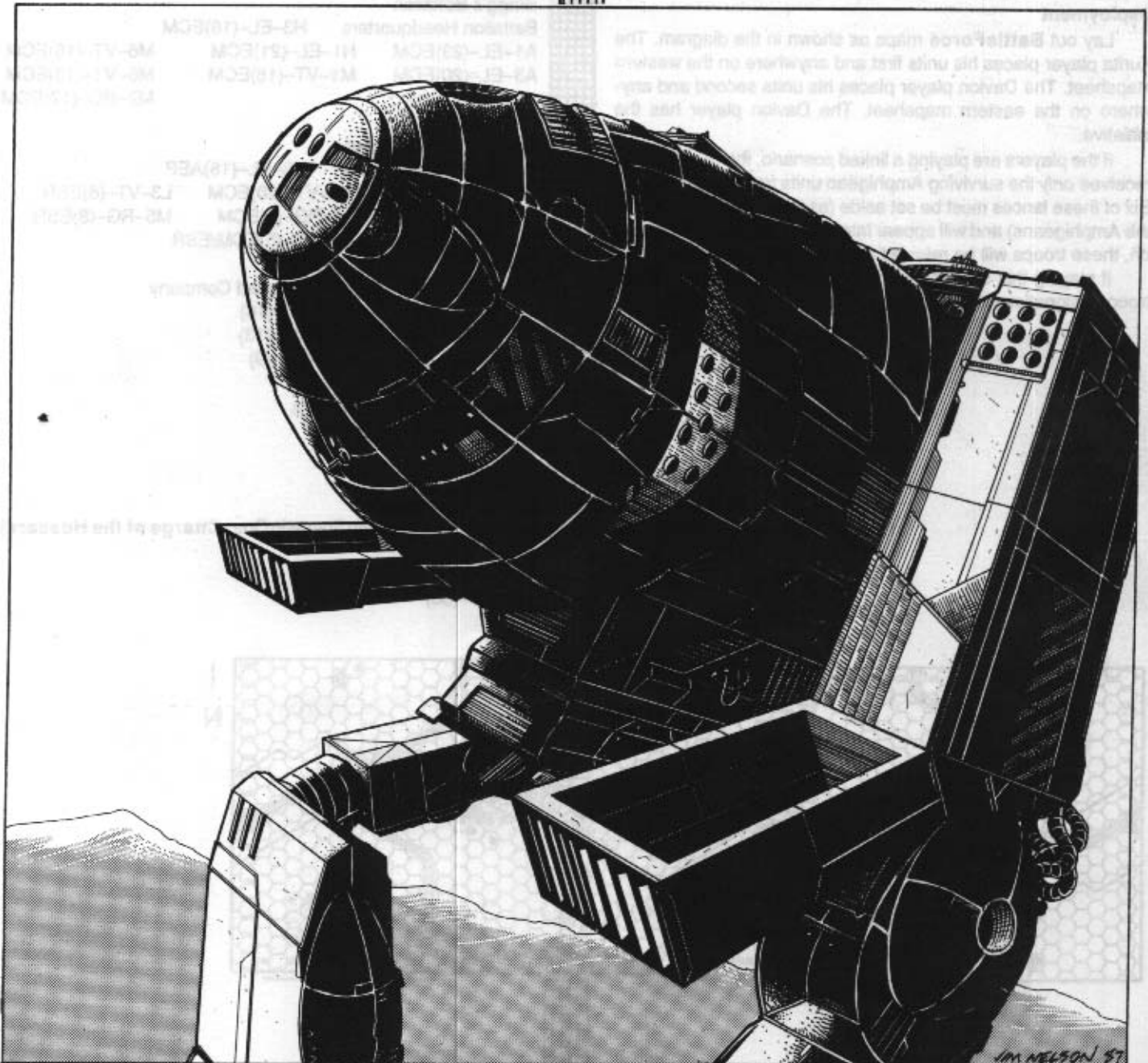
Victory Conditions

For playing the linked scenarios, the standard victory conditions apply. All victory points gained by the Amphigeans can be applied to buy units from the 2nd Amphigean Group for the next scenario.

For playing the scenario by itself, there are two different ways to balance the victory conditions. The first way is to multiply the Davion player's victory points by 4, and then use the standard Victory Point Table. The second method is to add up the victory points normally and use the following table to determine victory:

FINAL PUSH VICTORY POINT TABLE

+177 to +150	Decisive Kurita victory
+149 to +125	Major Kurita victory
+124 to +100	Minor Kurita victory
+99 to +25	Draw
+24 to +0	Minor Davion victory
-01 to -10	Major Davion victory
-11 to -50	Decisive Davion victory



THE FINAL PUSH:

The 12th Vegan Rangers had one chance to crush the Amphigeans, and the Kurita forces had one chance to break the Davion line and take the Star League storehouse. These two aims came together in this scenario. It was a bitter affair, with both commanders grasping for every advantage they could find. In the end, the battle was a draw. The Amphigeans could not break through, and the Rangers lost their chance to destroy the Amphigeans.

GAME SET-UP

Deployment

Lay out **BattleForce** maps as shown in the diagram. The Kurita player places his units first and anywhere on the western mapsheet. The Davion player places his units second and anywhere on the eastern mapsheet. The Davion player has the initiative.

If the players are playing a linked scenario, the Kurita player receives *only* the surviving Amphigean units from the first game. Six of these lances must be set aside (as they are on the flank of the Amphigeans) and will appear later in the scenario. From now on, these troops will be referred to as the Flanking Lances.

If playing this scenario by itself, the Kurita player uses the troop designations below:

House Davion

12th Vegan Rangers

Regimental BattleGroup

A1-EL-(23)ECM/+2Arm*

H5-EL-(20)ECM/+2Fp

Air Squadron

*H2-EL-(24)

H2-EL-(24)

*M2-EL-(15)

*M2-VT-(15)

*L2-EL-(8)

*L2-VT-(8)

Bragg's Battalion

Battalion Headquarters H3-EL-(16)ECM

A1-EL-(23)ECM

H1-EL-(21)ECM

M6-VT-(16)ECM

A3-EL-(20)ECM

M1-VT-(18)ECM

M6-VT-(16)ECM

M2-RG-(17)ECM

McCullough's Battalion

Battalion Headquarters H3-EL-(16)AEP

H5-RG-(20)ECM

H5-VT-(20)ECM

L3-VT-(6)ESR

H2-EL-(18)ECM

L4-RG-(5)ECM

M5-RG-(8)ESR

H2-EL-(18)ECM

L4-RG-(5)ECM/ESR

Hover Recovery Company Tracked Company

V6-VT-(8)ESR

V3-EL-(16)

V6-RG-(8)

V4-VT-(13)

V6-RG-(8)

V5-VT-(9)

Stragglers from various units

L2-RG-(5)

L3-RG-(6)

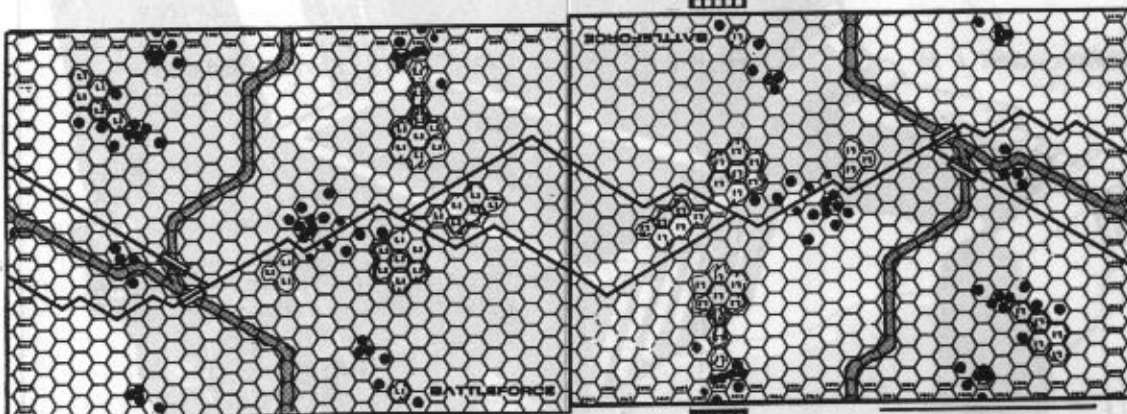
M3-RG-(14)

Off-Board Artillery (See Scenario One, Charge of the Hussars)

Ar2-RG-(30)

Ar2-RG-(30)

Ar2-VT-(30)



SCENARIO II

House Kurita (for unlinked scenario only)

1st Amphigean Light Assault Group

Regimental BattleGroup

A1-EL-(23)ECM* H1-VT-(21)

H1-VT-(21)

A3-EL-(20)ECM H1-VT-(21)

Ophiuchus's Battalion

Battalion Headquarters H5-EL-(20)ECM

A1-VT-(23)ECM H3-EL-(16)ECM M2-EL-(17)

H4-VT-(23)ECM* M3-VT-(14)ECM** M6-EL-(16)

Pollux's Battalion

Battalion Headquarters H2-EL-(18)ECM

A3-EL-(20)ECM M2-VT-(17) M4-EL-(10)ESR

H2-VT-(18)ECM M5-EL-(8)ESR*

H5-VT-(20)ECM

Themistocles' Battalion

Battalion Headquarters H4-EL-(23)ECM

A2-EL-(25)ECM

H2-EL-(18) M1-EL-(18) M2-RG-(17)***

H5-VT-(20) M1-VT-(18) M6-RG-(16)

H3-VT-(16)

*Step one loss

**Step two loss

***Step three loss



Special Rules

Kurita Reinforcements

When playing this scenario *on its own*, the Kurita player rolls for reinforcements normally on the Reinforcements Table. After a group of reinforcements have appeared, a die roll yielding the same result brings in no reinforcements. Both Chaldrean's and Saxton's Battalions belong to the 2nd Amphigean Light Assault Group; refer to the **Amphigean Light Assault Group** section of the **BattleForce Values** chapter for the units to be brought into play. The Flanking Lances are as follows:

M4-VT-(10)ESR/ECM

L3-VT-(6)ESR

L2-RG-(5)ESR

L2-RG-(5)ESR

L2-RG-(5)ESR

L4-EL-(5)ESR

All reinforcements must appear on the western map edge.

When playing this scenario *linked*, the Kurita player has the option of buying reinforcements when he rolls a reinforcements result on the Reinforcements Table. (However, he does not have to purchase the Flanking Lances.) For example, if he rolls a 12 on the table, he has the option of purchasing units from the 2nd Amphigean's Saxton's Battalion. To buy units, the Kurita player expends any amount of victory points he has accumulated during the previous scenario. In addition, he may spend an additional 100 victory points to purchase units, but the amount spent is subtracted from this total at the end of this scenario.

After a group of reinforcements have appeared, the Kurita player may not purchase any more units from that battalion even if he rolls the same result. Again, all reinforcements enter the map on the western edge.

REINFORCEMENTS TABLE

Die Roll(2D6)	Units
2-4	No Reinforcements
5-6	Flanking Lances
7-10	No Reinforcements
11	Chaldrean's Battalion
12	Saxton's Battalion

VICTORY CONDITIONS

Standard victory conditions apply with these additions.

If the Kurita player is not playing a linked scenario, every Kurita ground unit moved off the east edge of the map counts toward his victory point total.

If the Kurita player is playing the linked scenarios, each Kurita ground unit moved off the east edge of the map is saved and may be used in the last scenario.

The scenario is over either when all Kurita units move off the east edge of the map or when, at the end of the Kurita or Davion Attack Phase, the total number of Davion or Kurita lances destroyed exceeds 20.

THE FINAL PUSH:

The Sword of Light battalion's raid on the Star League storehouse was a complete success, but the Amphigeans' failure to break through the Davion line sealed the commandos' doom. Outnumbered three to one, they fought valiantly but hopelessly against the Davion forces.

If the Amphigeans had broken through, however, the Davion forces might have been forced to concede the warehouse to Kurita.

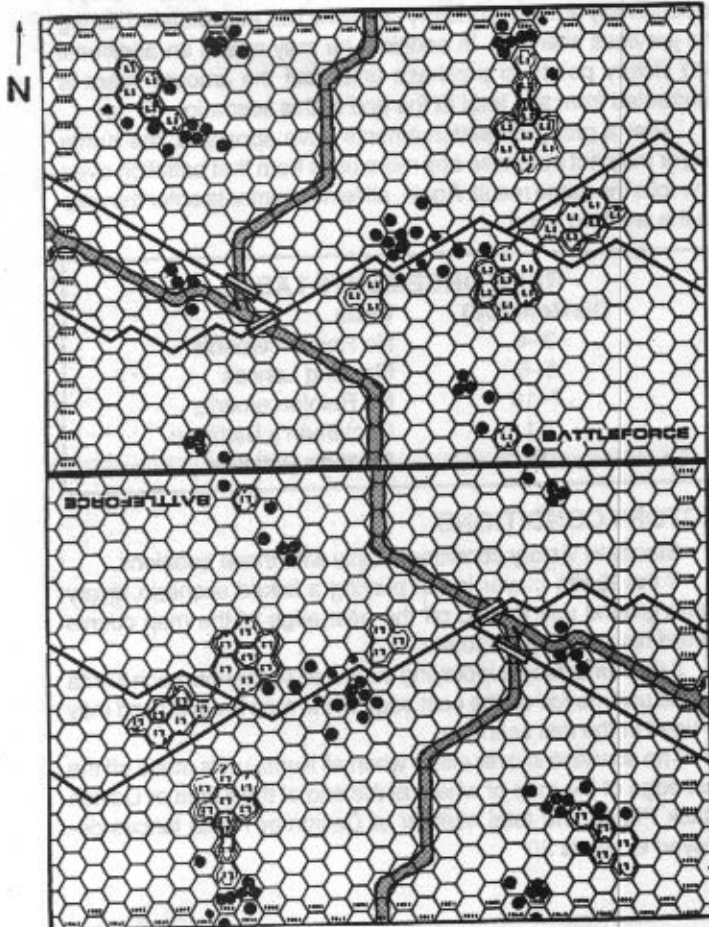
GAMESET-UP

Deployment

Lay out the **BattleForce** maps as show in the diagram. The Kurita player places his troops first and anywhere on the map. In Hex 1917 of the northern map, place an *Overlord* DropShip counter; this represents the entrance to the real Star League warehouse.

After the Kurita player is finished placing his units, the Davion player may place his units on any edge hex on the four sides of the map.

The Davion player has the initiative during this scenario.



House Davion

Johnston's Battalion, 12th Vegan Rangers
 Battalion Headquarters M6-EL-(16)ESR
 A3-EL-(20) H5-VT-(20) M4-VT-(10)AEP/ESR
 H2-EL-(18) H5-VT-(20) M4-VT-(10)ESR
 H4-EL-(23)

Jenkins's Battalion, Bremond DMM

Battalion Headquarters M5-RG-(8)
 A1-EL-(23) H1-VT-(21) M3-RG-(14)
 A2-VT-(25) M1-RG-(18) M4-RG-(10)
 H2-VT-(18) M1-RG-(18) H3-RG-(16)

22nd Special Air Squadron

*H1-EL-(14) *M2-EL-(15)
 *H1-EL-(14) *L2-EL-(8)B15
 *H2-EL-(24) *L2-VT-(8)B15

Artillery Spotters

V4-RG-(13)
 V3-RG-(16)
 V8-VT-(2)ESR
 V8-RG-(2)ESR

Off-Board Artillery (See **Off-Board Artillery** section under **Charge of the Hussars**)

Ar2-RG-(30)
 Ar2-RG-(30)
 Ar2-RG-(30)

House Kurita

Kismet Battalion, 7th Sword of Light
 Battalion Headquarters A2-EL-(25)ECM/+2Fp
 A3-EL-(23)ECM/+2Fp
 H4-EL-(23)ECM H2-EL-(18)ECM M2-EL-(17)ESR
 H5-EL-(20)ECM H4-EL-(23)ECM M4-EL-(10)ESR/AEP
 H1-EL-(21)ECM H1-EL-(21)ECM L1-EL-(8)ESR



SCENARIO III

Special Rules

Star League Storehouse

Treat the DropShip counter as a Hardened Building.

Reinforcements

Reinforcements are available only when playing the linked scenarios.

If the Kurita player exited any Amphigean units off the east side of the board during the previous scenario, he may add these units to the Sword of Light's defense.

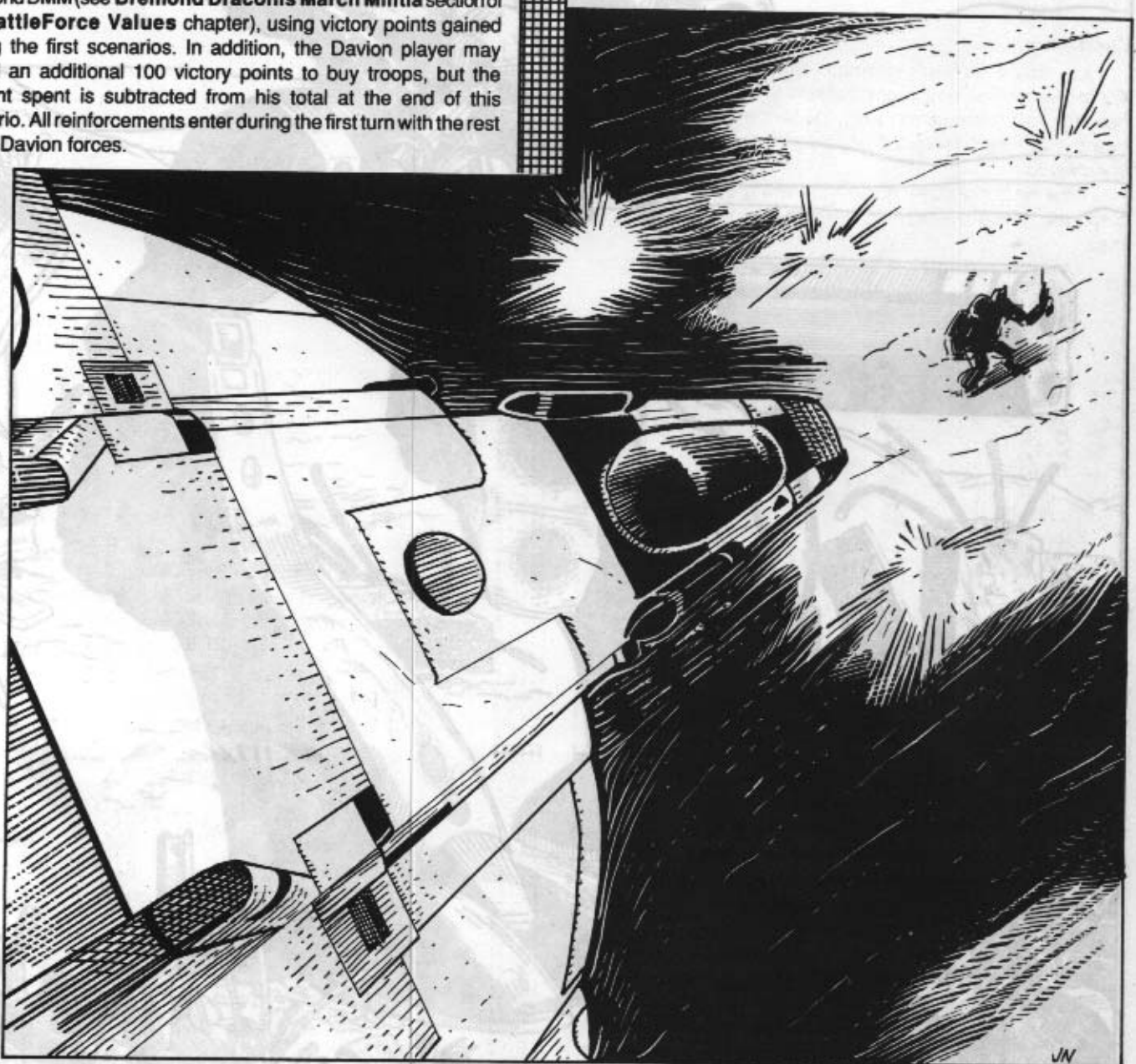
The Davion player may buy additional lances from the Bremond DMM (see **Bremond Draconis March Militia** section of the **BattleForce Values** chapter), using victory points gained during the first scenarios. In addition, the Davion player may spend an additional 100 victory points to buy troops, but the amount spent is subtracted from his total at the end of this scenario. All reinforcements enter during the first turn with the rest of the Davion forces.

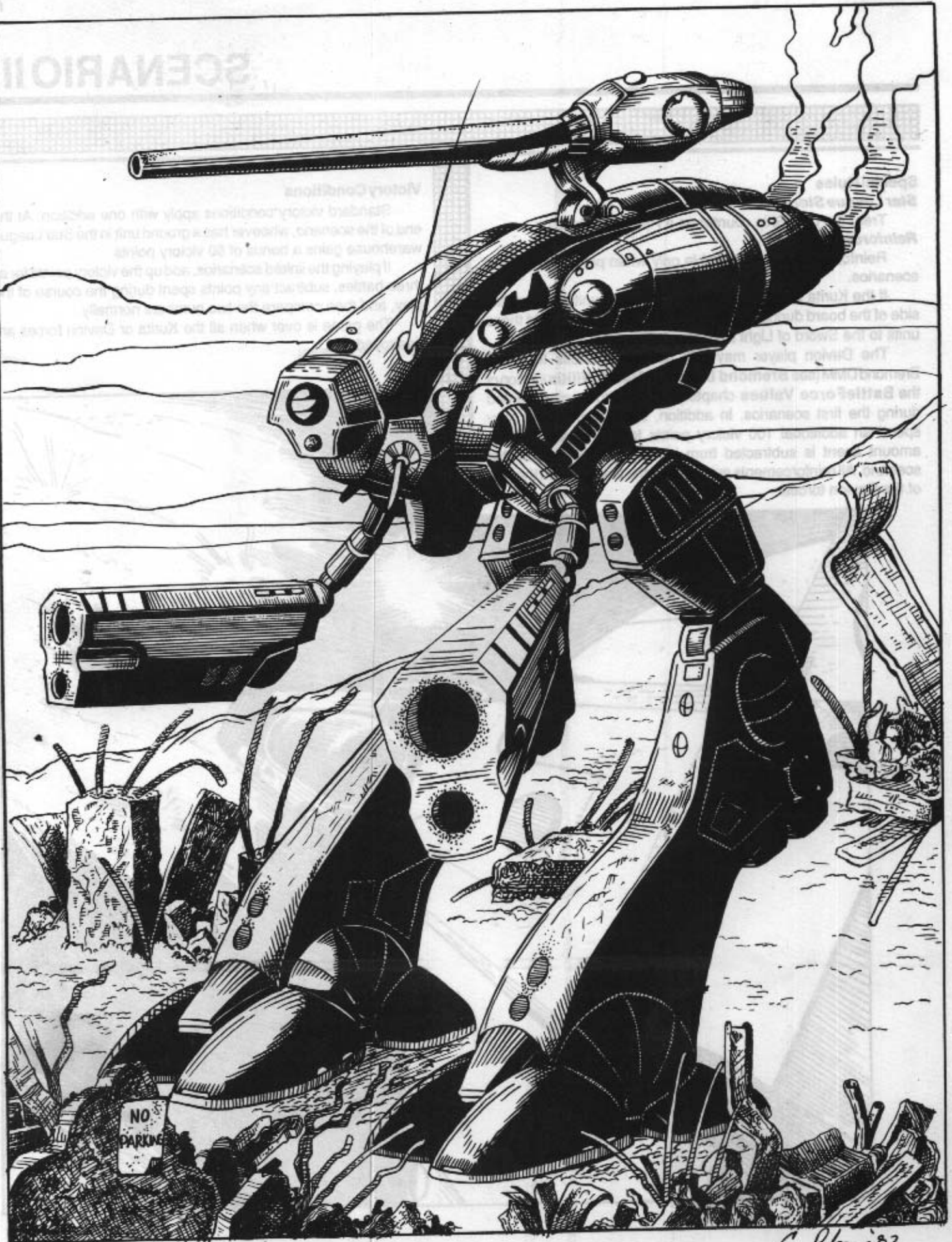
Victory Conditions

Standard victory conditions apply with one addition: At the end of the scenario, whoever has a ground unit in the Star League warehouse gains a bonus of 50 victory points.

If playing the linked scenarios, add up the victory points for all three battles, subtract any points spent during the course of the play, and then compare the two numbers normally.

The game is over when all the Kurita or Davion forces are destroyed.





SCENARIO II

Victory Conditions
Standard victory conditions apply with one addition. At the end of the scenario, whoever has a ground unit in the last space wins a bonus of 50 victory points.
If playing the third scenario, set up the victory points. Subtract any points spent during the course of the game. The unit with the most points at the end of the game wins.
The Bonus game is played on the same board as the first scenario. In addition, the Battle of the Valley game is added to the board. The Bonus game is played on the same board as the first scenario. In addition, the Battle of the Valley game is added to the board.

NO PARKING

C. Palmer '87

The Galtor Campaign

The inhabitants of Galtor, a sleepy little planet on the Davion/Kurita border, had nothing to interest their neighboring superpowers. Nevertheless, the manipulations of Hanse "The Fox" Davion and the bitter rivalry of two Kurita Military District Commanders engulfed Galtor in one of the largest battles in recent memory.

Davion planned to lure a couple Kurita regiments onto Galtor with rumors of a newly discovered Star League storehouse and then ambush the Kurita forces with his own secret reinforcements. Everything went according to plan until five regiments landed and Davion engineers discovered a *real* Star League installation. Soon Davion units were fighting for their very existence.

This **BattleForce** scenario set includes a detailed history of the three-month campaign, orders of battle for the units involved and eight scenarios that recreate the pivotal battles.



Benjamin Regulars



Sword of Light



12th Vegan Rangers



Avalon Hussars



Amphigeian Light Assault Group



Galedon Regulars



Crucis Lancers



Draconis March Militia



ANOTHER SCAN FROM
The Dragon Princess

BATTLEFORCE is a trademark of FASA Corporation.
Copyright © 1987 FASA Corporation.
All Rights Reserved. Printed in the United States of America.



ISBN1-55560-016-6 FASA800